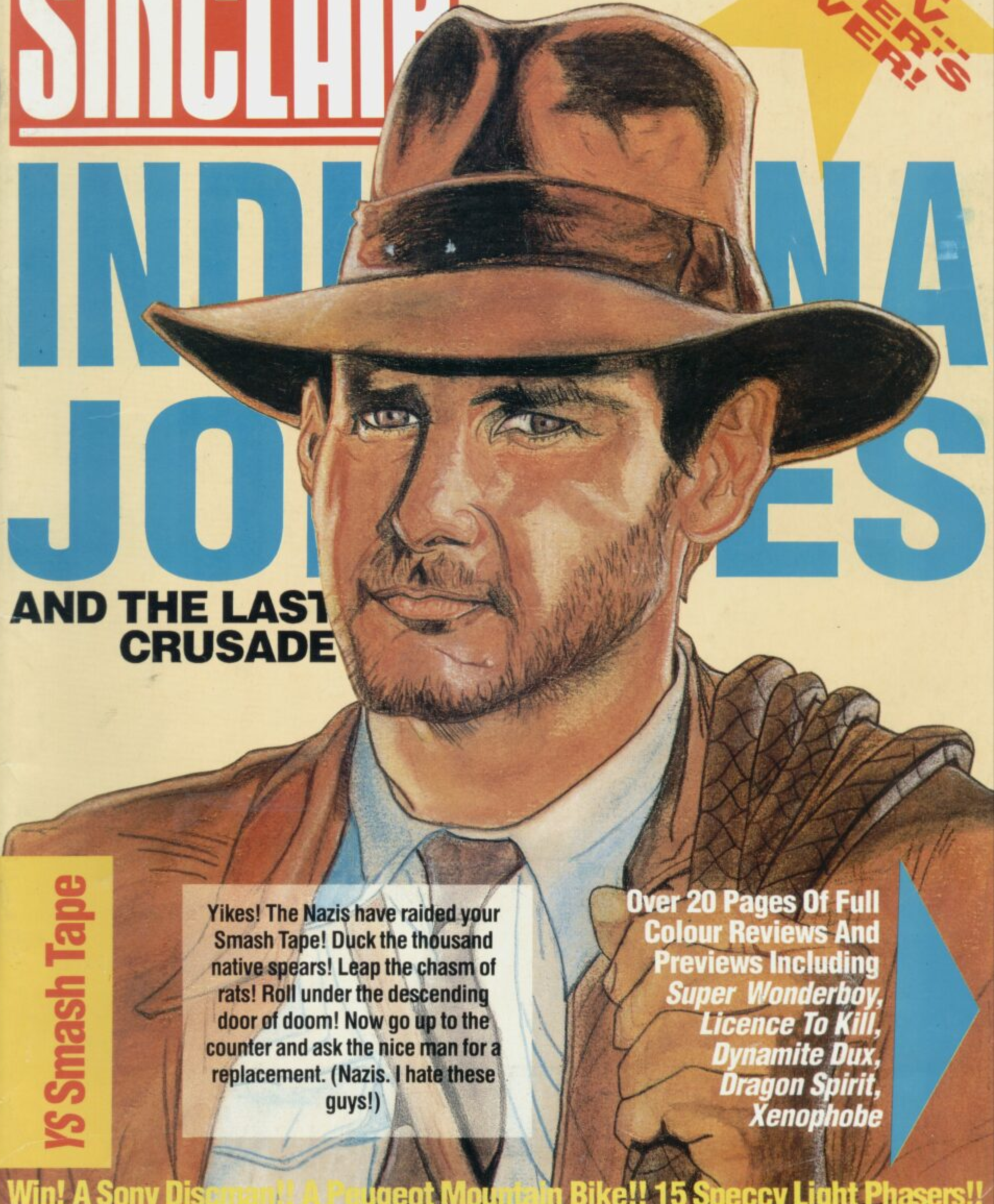
YOUR SINCLAIR

September 1989 Number 45
£1.60 With Full Price Game

AS SEEN ON TV!! READER'S COVER!

INDIANA JONES
AND THE LAST CRUSADE



YS Smash Tape

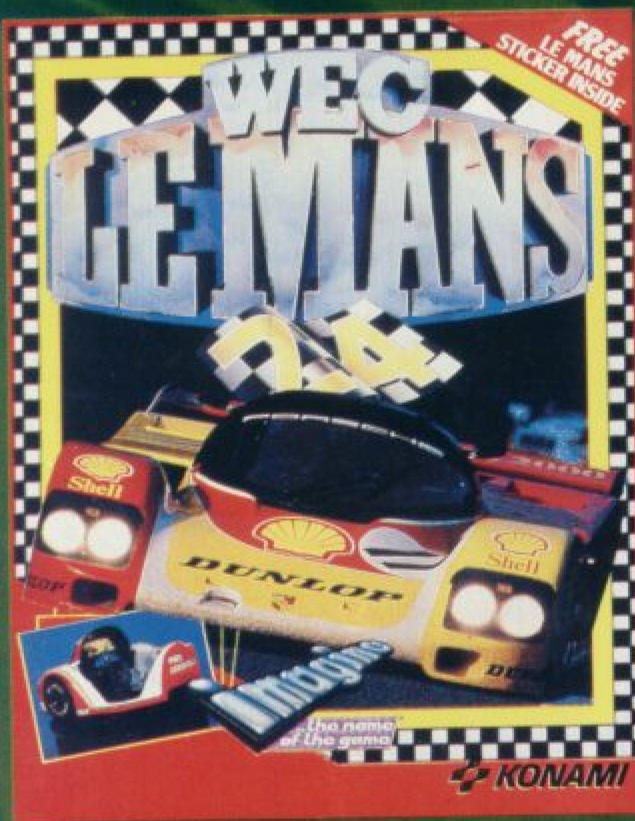
Yikes! The Nazis have raided your Smash Tape! Duck the thousand native spears! Leap the chasm of rats! Roll under the descending door of doom! Now go up to the counter and ask the nice man for a replacement. (Nazis. I hate these guys!)

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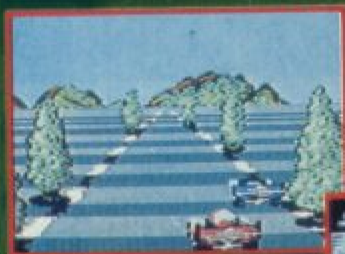
→ → PLAYFUL

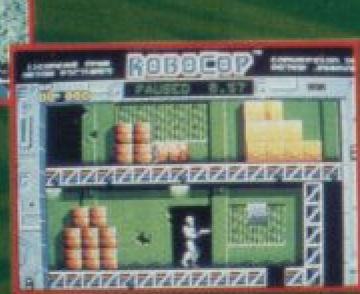




WEC LE MANS
"Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.

ROB
"This is definit
tie-in to date, a
superb game
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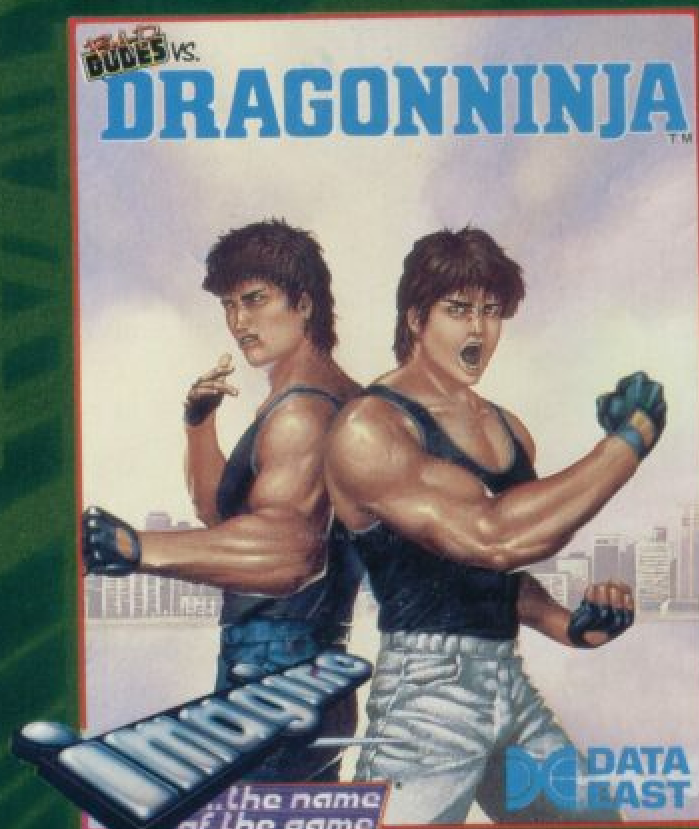


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"A sure winner with the official conversion to the home computer."
COMPUTER GAMESWEEK

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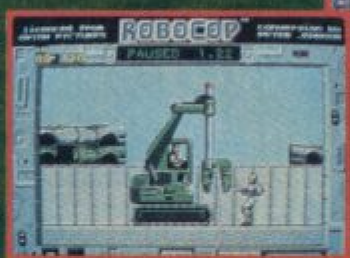
OBCOP
mite the best film
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E O THE MONTH
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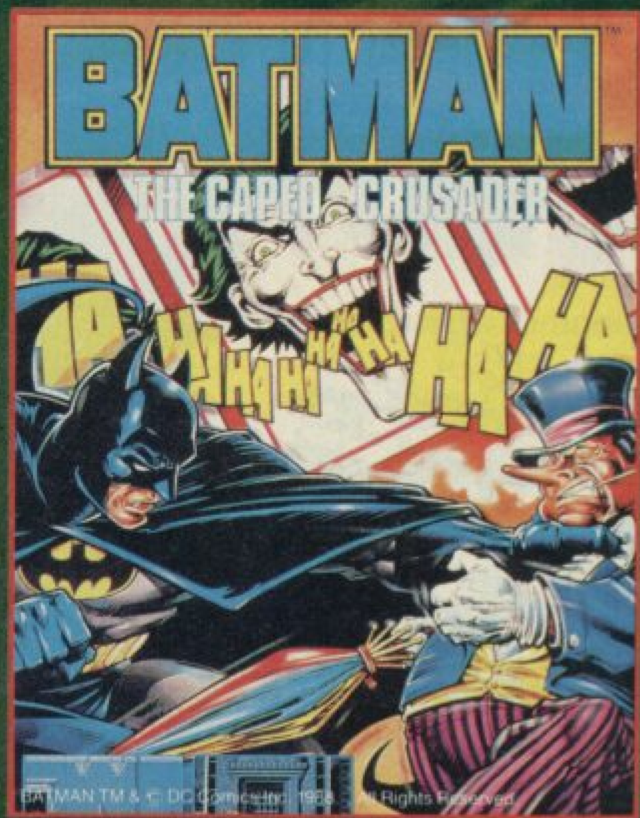
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CONTENTS

YS SMASH TAPE

YOUR SINCLAIR

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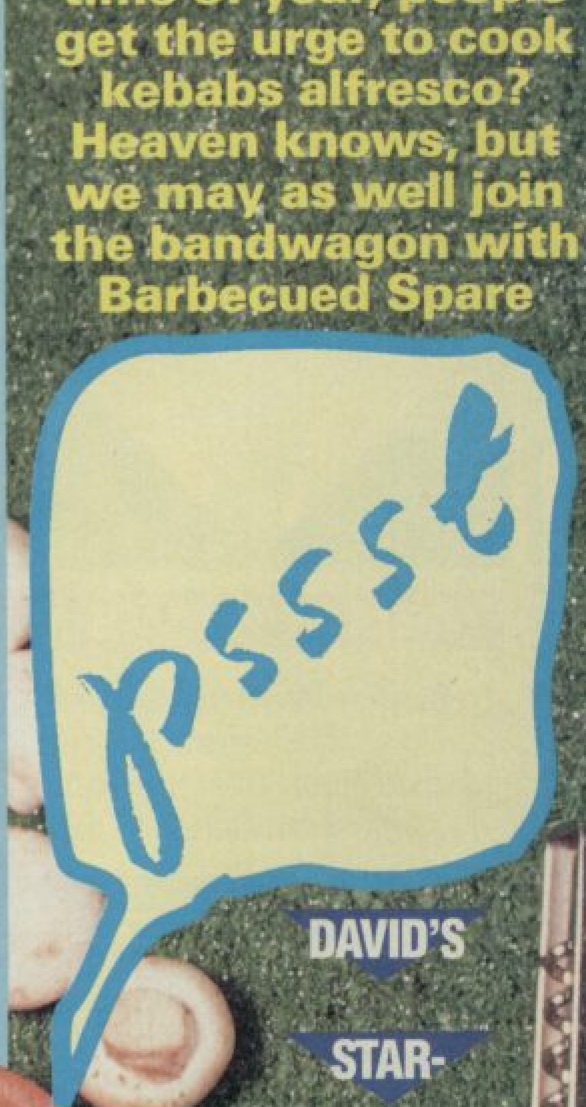
Look out for the October issue of *YS*, on sale September 18th! It'll have a 'big extra thingie' attached to the back!!

Indy Mag, On De Cover!

Remember our *Indiana Jones And The Last Crusade* competition, which we ran with US Gold on Border TV's *Ghost Train*? Well, we finally decided on a winner! (Cue fanfare!) He is Wayne Horan, aged 15, from Mullinger in County Westmeath, Ireland, and his entry is shown here. (It also happens to be gracing the front cover in case you missed it!) Pretty spiffy, huh?! Many congratulations, Wayne, from all of us here at *YS*! If we were to repeat that old cliché about the standard being so high that we wanted to choose you all, it wouldn't be true! Some were excellent, some were good, and some were a smidgeon on the ropey side, but well done to all who entered! If you want to check out if your porky pencil work has copped you some goodies, then don't miss next month's ish, in which we'll be showing you the magnifico runner up entries.



Why is it that, at this time of year, people get the urge to cook kebabs alfresco? Heaven knows, but we may as well join the bandwagon with Barbecued Spare



DAVID'S STAR-STUDDED BARBECUES



FULL PRICE

This Month	Last Month	Game/ Publisher
1	(1)	*Robocop*/ Ocean
2	(NE)	*Forgotten Worlds*/ US Gold
3	(2)	*MicroProse Soccer*/ Erm, MicroProse
4	(3)	*Run The Gauntlet*/ Ocean
5	(4)	*Dragon Ninja*/ Ocean
6	(NE)	*Emlyn Hughes Soccer*/ Audiogenic
7	(8)	*Football Manager 2*/ Addictive
8	(NE)	*Running Man*/ Grandslam
9	(NE)	*Crazy Cars 2*/ Titus
10	(NE)	*Silkworm*/ Virgin

BUDGET

This Month	Last Month	Game/Publisher
1	(NE)	*Postman Pat*/ Alternative
2	(NE)	*Enduro Racer*/ Hit Squad
3	(1)	*Treasure Island Dizzy*/ Code Masters
4	(6)	*1942*/ Encore
5	(NE)	*Daley Thompson's Decathalon*/ Hit Squad
6	(3)	*Turbo Esprit*/ Encore
7	(NE)	*Rambo*/ Hit Squad
8	(NE)	*Army Moves*/ Alternative
9	(NE)	*Arcade Flight Simulator*/ Ver Codeys
10	(NE)	*Shanghai Warriors*/ Players

Since David's foray into the world of popular music last month, his barbecues have literally become 'star-studded' affairs, populated by the likes of . . . . well, have a look for yourself . . . .



Next month we (might) be starting a series called *Barbecues Of The Rich And Famous*, in which David trots off to the barbies of some of his new-found friends – 'the stars' – and then proceeds to get totally legless with them!

BOOST YOUR BILLS

Are your phone bills a bit on the low side? Are you embarrassed? Never fear, Broadsword Limited is back, and it's got a new interactive 'Telephone Adventure' to help make your bills more street cred (i.e. by adding some extra zeros). The adventure, *The Fortress Of Doom*, has been written by Joe Dever (who wrote the *Lone Wolf* gamebooks), and calls to the game are charged at [illegible] per minute [illegible] – [illegible] 20 quid to your BT bill every hour – by ringing this number: 0898 800 341 (It's a bargain.)

CROSSBOW – THE LEGEND OF TELL (WHO'S HE?)

Who's this moody looking chap then? Don't all shout at once but it's TV's version of William Tell, known for shooting an apple off his son's head and, erm, other things. No, none of us caught his short-lived Saturday afternoon adventures either, but by all



accounts they were a mite bloodthirsty for tea-time viewing.

Anyway, this hasn't stopped Screen 7, which has a game based on his adventures due out in October, renamed *Crossbow – The Legend Of Tell*. You play Bill himself, leading the outlaw resistance to a tyrannical monarchy, robbing the rich, feeding the poor, righting wrongs blah blah blah. In fact, just like Robin Hood, but not as famous. The game features horizontal flip screen action bits, as well as icon-driven character interaction using a Psygnosis-style system.

All very well, but why did they make poor El Tel an outlaw in the first place? Bank robbery? Tax evasion? Shooting the king's deer perhaps? Well, according to Screen 7, it was because he "refused to worship Prince Frederick's hat"!! Gadzooks!

TRAINSPOTTERS THROUGH HISTORY

A Series In Conversation With The World's Greatest Trainspotters

No. 699. Bernard 'It's A Booty' Matthews



Hello, I'm Bernard Matthews – a cheery, honest, salt-of-the-earth 'turkey farmer' from Norfolk. I started my business years ago, by planting a turkey in the middle of one of my fields – but soon realised that mass turkey production wasn't as simple as that. Indeed no. Mind you, after several other abortive attempts I chanced upon a fool-proof method involving a lady turkey and a gentleman turkey. I won't go into details here, but it worked brilliantly – and after a few years I had over 20,000 birds! But what could I do with them? Then I had a brilliant idea – I could kill them and turn them into turkey burgers. Ideal for Sunday lunch, Saturday teatime, weekday treats. But first I had to advertise them on the telly and needed a big star to do the promotion. However, after reflecting for three femto-seconds I decided to become a big star (and save some money) by doing the promotion myself. But I needed a catchphrase. "Pieces Of Bird You Thought We'd Never Flog?" suggested one employee, who I immediately sacked for being 'oosless'. Then I had a brainwave – a catchphrase based on a regional accent, *my* regional accent. "Bootiful! Really bootiful!" was coined, and what an overnight success it was! Everybody in the country started repeating the phrase, and sales of my turkey burgers went through the roof. I'm broolliant! Really broolliant! (*Where's the stuff about trains? Ed*)

SIZZLING DISKDRIVES

Miles Gordon Technology really is a hive of busy little bees. Not content with bringing out loads of hardware add-ons and the SAM Coupé, it's also just produced a thing called a Lifetime Drive, which is essentially a diskdrive that you can use for ever and ever (and ever). And it's all down to the fact that it's multi-compatible. It takes 3.5 inch disks, has an integral power supply and works with PC, Amiga, ST, Speccy, QL and BBC. Even if this isn't of much interest to you, it was a good excuse to print a picture of a couple of 'chicks'. (Erm, that's the Lifetime Drive in between them.)



'Struttin'' your 'stuff' at a barbecue can be a tricky thing if you're kitted out in the wrong threads — a pale green polo-neck sweater combined with a bright orange kagoul isn't going to turn many heads. Well, maybe it will, but they'll very probably be laughing. No. What you need is a happening T-shirt. . . in fact, two happening T-shirts (in case you spill the tomato relish down one of them). And guess where you can get this much-needed barbie-cred for FREE? Here of course, you clot — it's a blimmin' compo! Mastertronic has branched out into leisurewear and is knocking out T-shirts featuring an illustration by Jamie Hewlett (of *Tank Girl*, *Judge Dredd* and *Swifty's Return* fame). Available from computer outlets, or direct from Mastertronic, they cost a penny under a fiver (that's, erm, carry the 'three' into the 'tens' column, erm, add a 'one' to the, erm, 'seven', erm — hmmm, that's eight pounds sixty three pence! (*No it's not, it's £4.99. Ed*)

We've produced a spine-tinglingly trendy T-shirt too — and we knock them out at the same price as the Mastertronic ones. That's, erm, £19. (*£4.99 actually. Ed*) They've got a breathtakingly 'now' design, and if you ain't got one then, basically, you ain't nothing!

- **WHO CAN WIN THOUGH??** 12 of you lot. • **WHAT CAN WE WIN?** Two T-shirts each. A Mastertronic one and a *YS* one.
- **HOW CAN WE WIN?** By answering the questions below, filling in the coupon (or a photocopy) and sending it to Pssst T-Shirt Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE before the 30th September. That's how.

WIN! WIN! WIN! (WIN) 24 BRILLIANT T-SHIRTS



I know it looks really simple, but maybe it's a trick question — still, here's my answer to 'How Many Leg Holes Does A T-Shirt Have?'

A T-shirt has .... leg holes.

Name ....

Address ....

.... Zip ....

The closing date is 30th September 1989.

Tizers

- *Cabal* is yet another famous coin-op conversion due for Xmas, Specchums, and it should be a biggie. Why? Well, for a start it's by Ocean and it's an ex-Ciaran's Corky Coin-Op. But what should make it really stand out is that it's an *Operation Wolf* clone, and we all know how well that did last year, don't we? (Clue — very well indeed.) Ciaran reckoned *Cabal* was "funnier, faster and more varied" than its parent while retaining the same basic 'shoot everything that moves (except the nurses)' gameplay. Whether these differences will be so apparent on the Speccy is anybody's guess. In fact, it seems our Manchester chums have the *Op Wolf* market more than sown up with both this and the official *Op Wolf* sequel *Operation Thunderbolt* awaiting release. A million thunders!

- Who says there's not much Speccy product around anymore? Screen 7 has a couple more lined up for the next few months. *Steigar* is a horizontally scrolling helicopter shoot 'em up (not unlike the brilliant *Silkworm*, fact fans) while *Fallen Angels* is a pretty cosmopolitan little thing. Coded in Ireland, it's a beat 'em up set in three different underground systems around the world, the London Tube, New York Subway and Paris Metro. Crikey!

- Dartford based Anco (programmer of the recent C64 footie game *Kick Off*) is hoping to score its first Speccy hit with *Rally Cross*, an off-road car racing game. More news as we hear it...

- German programmer Rainbow Arts — well known for its competent but, erm, not particularly original Amiga/C64 games — is hitting the Spectrum market this October. *Spherical*, a platform-style logic game that has been compared to the US Gold oldie *Solomon's Key*, will be the first release. It's got 80 screens, small sprites but lots of frenetic action as you play a little wizard chappie dodging trillions of traps to make your way up the screen and free a roaming ball trapped at the top. Hence the name, *Spherical*. Makes sense when you know, doesn't it?

- Next project from US Gold after the mighty *Indiana Jones And The Last Crusade* will be the conversion of Matt's Corky Coin-Op hit, *Strider*. The original was a big favourite in our local arcade and early reports of the conversion say it's pretty spiffy — perhaps even better than their last CapCom conversion *Forgotten Worlds*! Programmed by Tiertex (who also did the aforementioned Indy game) it should be out around October.



They're having a barbie down Buckingham Palace!
Christopher Robin went down with Alice.
The soldiers were cooking with lots of lard,
"What a big, fat, white, spotty git of a guard,"
Said Alice.

pssst



L to R – A Norwegian Blue, John Cleese, Terry Gilliam, Terry Jones, Graham Chapman, Michael Palin, Eric Idle.

STRANGE BUT TRUE BARBECUE FACT

The word barbecue is derived from the mid-1940s Australian term 'Bar B-queue'. This quite simply meant the 'B-queue' for the bar at parties, as opposed to the 'A-queue'. For some reason (and don't ask us why – these are Australians we're talking about, after all) people standing in the 'A-queue' would get served drinks first, so the clots who joined the 'B-queue' would find themselves with nothing to do for a few minutes. Food was therefore placed on tables within their grasp so they could munch while they waited. It sounds preposterous, we know, but there you have it.

SAM COUPE TO COME WITH TANGY BARBECUE SAUCE (OR SOMETHING)

The SAM Coupe is going to be a little bit nifty in the old graphics department, so Miles Gordon Technology has commissioned the brilliant Swedish programmer Bo Jangeborg (of Fairlight and Art Studio fame) to produce a fully featured art package for the machine. This program will be bundled together with production Coupes when they become available this autumn. Oh, and if you want any up-to-date SAM Coupe news, then phone the 24-hour hotline on 0792 791275.

BLIMEY! WHAT'S THAT THROUGH THE ROUND WINDOW?!?!

Fun School 2 has been causing a bit of a stir recently. It's been rejected as a teaching aid by a number of educational authorities. Why? Because it's considered 'old fashioned' to distinguish between right answers and wrong answers, that's why. Peter Davidson, one of the co-authors of *Fun School 2*, had this to say. "We learned from one official in Greater Manchester that they don't like the fact that it involves an element of competition. But what can you expect from an authority where children at one school are required to play bongo drums during Maths?"



Here at Pssst we don't think there's anything wrong with playing bongo drums during Maths, but we do find the 'trendy' no-competition approach to education a trifle annoying... here's a glimpse into the future. "Okay, class, who can tell me what shape and colour a polar bear is? ...Yes, Timmy?" "Is it green and triangular, miss?" "Very good. Very good. It could be, yes. Any other ideas? ...Jenny?" "Is it purple and square, miss?" "Clever girl, that's another possibility! What about you, Johnny?" "Is it a white, carnivorous quadruped, miss?" "You think you're pretty clever, don't you, you little brat!"

MY HOVERCRAFT IS FULL OF BARBECUED EELS

Imagine a computer game in which you have to go into a cheese shop to buy some, erm, cheese...

"Good day, sir. Can I be of assistance?"

"Yes. I wish to buy some cheese."

"Certainly..."

"A pound of your finest Cheddar please."

"Uuuuummm, sorry, sir, we're fresh out of Cheddar I'm afraid."

"Stilton?"

"Sorry, sir, last bit's just gone."

And it transpires that there isn't actually any cheese in the shop at all...

This is the kind of thing that regularly happened in *Monty Python's Flying Circus*, that absolutely hilarious comedy series of the late 60s. Older readers will be au-fait with the brilliance of the Python team, but those of you who aren't are in for a treat – because later in the year the BBC will be showing 'the best of Monty Python' as a 20th anniversary tribute. And guess what? Virgin Mastertronic has somehow managed to secure the rights to the series and is producing (with the help of Core Design) *Monty Python The Computer Game*. If it's only half as good as the original series it should be hilarious – so watch *Future Shocks*) for more news.

YET ANOTHER NEW JOYSTICK

Yes, it's another new joystick – this time from Konix, who believe it's the cheapest microswitch stick in the UK! Out about now, it's a penny under nine quid, which means it's, erm, going to cost, erm... carry the 'six', erm... (*Oh no; not again. Ed*) ...erm, plus six is, erm... 80 POUNDS! (*Try £8.99 – and go and spend a few hours with a copy of* Fun School 2. *Ed*)



ROBO-RECORD

Ocean might very possibly make it into the next edition of the Guiness Book Of Records – thanks to the success of *Robocop*. The game, you see, has been number one (all formats) in the Gallup chart for..... go on, guess how long. Give up? Shame I'm not going to tell you then, isn't it? (*20 weeks actually. Ed*)

Anyway, the rub is whether or not Norris "String 'em up, it's the only language they understand" McWhirter decides there should be a 'Longest Spot At Number One For Computer Game' section. Finger, as ever, on the pulse, we phoned Roy Castle to see if he knew which way Norris's decision had gone – but he wasn't in.


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THE NEWZEALAND STORY
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Wally Walrus has captured his tea – 20 of Joey Kiwi's friends from the New Zealand zoo, and if Joey doesn't rescue them all by tea-time they'll be stuffed, served and swallowed at Wally's table. Joey has to search Wally's domain which is just how you would expect it to be – FAT with danger!
Armed only with a bow and arrow, Joey can accumulate more weapons along the way. Beware of the malicious rabbits, boomerang throwers, deadly frogs, blood-sucking bats and many, many more villainous creatures.
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▶▶ YS SMASH TAPE

Twenty one this month. Twenty one this month. We've got the . . . (*Sniiiiiiip! Ed*). Oh, alright, alright, we may not have the key to the c you. And what a bundle of brilliance we've got lined up in celebration. There's the excellent *Dream Warrior*, a fabulous complete gam the latest tennis sim from Image Works. A superb *Speedlock* program from Graham Mason, which'll help you hack into hundreds of y *Advanced Lawn Mower Simulator* written especially for *YS* by our very own Duncan MacDonald. So let's paaaaaaaarty!

DREAM WARRIOR/ US Gold

Spook! First up on the dance floor it's *Dream Warrior* from US Gold. This game was so terrifyingly good we gave it a massive eight when we first reviewed it! And now you can see just how dreamy it really is for yourselves. Just bang it into your Speccy, load it up and BLAST 'EM!

The Focus Fellowship, a bunch of evil Freddy Krueger type chappies, has taken over the world. Get in their way, and they send demons from the darkside into your dreams to destroy you! What a nightie, eh!? But you and three of your scientist pals have figured out a way to combat these Dream Demons. So the reign of the Fellowship seems to be at an end – that is until your three colleagues are discovered and captured. Yikes!

Luckily for you, you evaded capture, but Ocular, the six-eyed Dream Demon who's holding your pals captive, is rampaging through their dreams, torturing them with his minions. He's also linked their dreams together and imprisoned their Psychic Images. You are the only one who can save them – you are the Dream Warrior.

To rescue your chums you have to get into their dreams using the Dream Hopper, which is charged up with Hopper Energy. This is collected by shooting Green Sat-Globe Demi Demons. Other demons will give you bits of the scientist's Psychic Images, all of which need to be collected to complete the game. And shooting the remaining ones will provide you with Access Cards which can be swopped for increased Sleep Depth (wake up and you're dead, matey!) or Lift Passes to move between levels.

Once you've recaptured the Psychic Images of the three dreamers it's time to do final battle with Ocular. Shoot all six of his eyes and the power source of the Focus will be destroyed forever. Hoorah!

Dream Dictionary

The Dream Hopper
You materialise from this at the start of the game. It can be used to jump from dream to dream at any time, provided there is sufficient Hopper Energy – if there isn't you'll dematerialise, lose all your stored Hopper Energy and return to the same dream.

The Hopper is automatically activated when you move beneath the three Hopper Balls. Images of the three dreamers will appear in the control panel below. When the dreamer you require appears, press FIRE to enter his/her dream.

A Dream Jump uses all of the Hopper's energy and must be recharged before it can be used again.

Energy Gates And Floor Pads
Movement is restricted by Energy Gates. They each have two toggling Floor Pads which must be switched off in order to pass through.

Sleep Safe
To remain a Dream Warrior you must be asleep! Within the Wall Safes are Deep Sleep Draughts. Take them as required. The only snags are that you need a Safe Access Card and must be able to find a safe in the first place!

Lifts
Access to other levels is via lifts. To use them a Lift Access Card must be held. (Only one card may be held at a time and cards may be used once only. Obtaining a new card replaces the existing one.)

Dreamers
Watch out! They occasionally appear wearing uniform. If you shoot them, they'll wake up and stop dreaming – and so will you.

Blue Psy-Globe Demi Demons
Shoot or collide with these to release a pod which contains a small part of one of your chum's Psychic Images. For every two pods collected, part of the dreamer's image will appear in the control panel. Complete all three images before entering Ocular's realm.

Green Sat-Globe Demi Demons
The inner pods provide the energy for the Dream Hopper in all dreams.

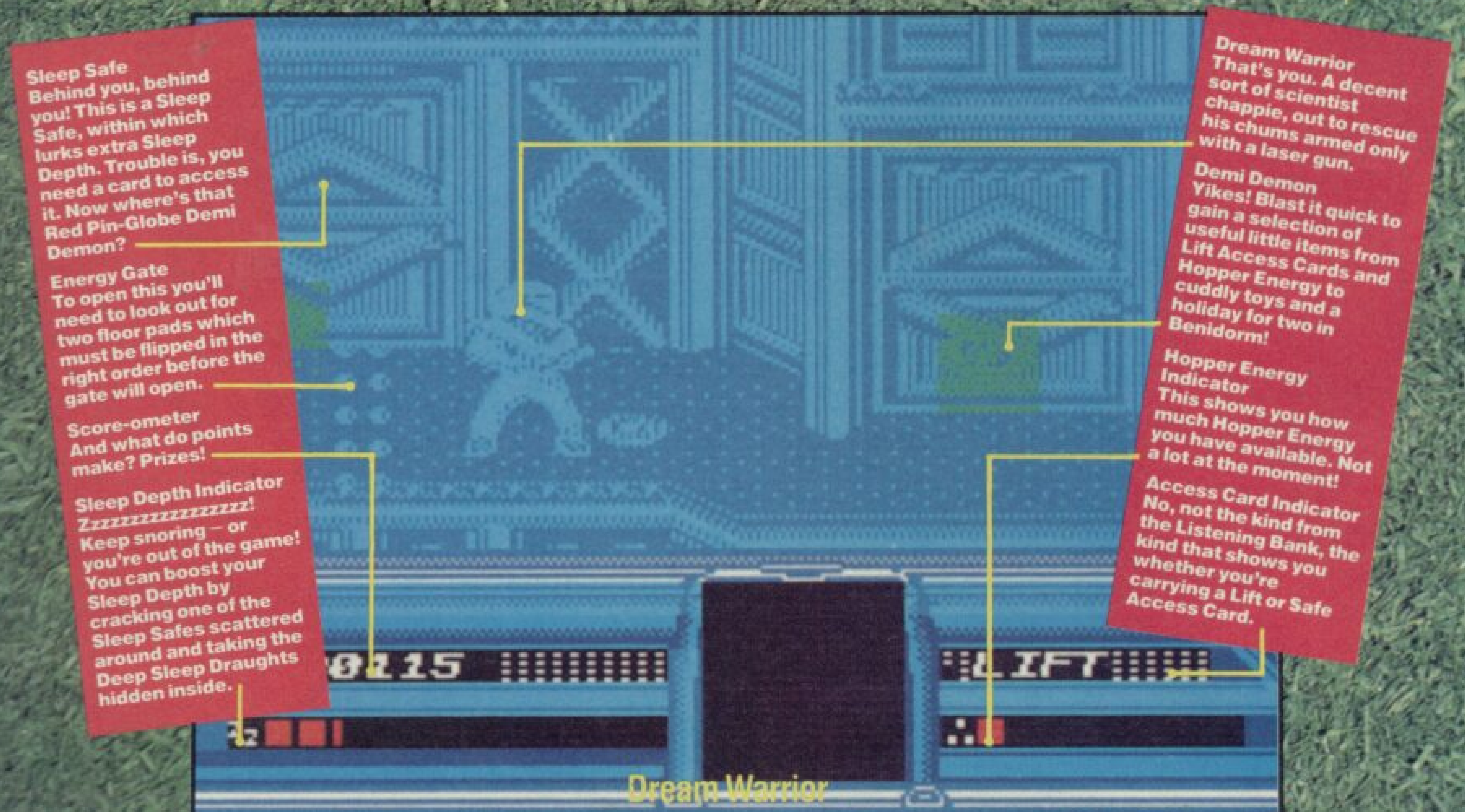
Red Pin-Globe Demi Demons
The inner pods provide Safe Access Cards on the Wyrm planet where they give increased Sleep Depth.

Grey Claw-Globe Demi Demons
These give Lift Access Cards except on the Wyrm screens where increased Sleep Depth is gained.

Your score increases for a Demi Demon kill. However, if you are hit by a Demi Demon you will wake up by degrees, losing two units of sleep. Either way the relevant pod will drop to the ground and may be picked up. It will increase your score if you reach it before it bursts.

Giant Demons
These materialise and throw Soul Snatched Bombs which dramatically reduce your Sleep Depth. Kill one, however, and you'll get a bonus score and bonus image part.

Wyrm Planet
The home of big, bad Ocular. The only way out is to succeed in passing the Wyrm's head. You then transform into a sloop which lets you fly back to the Dream Hopper – if you don't crash or aren't destroyed by attack waves first that is.



Dream Warrior

E NO. 21

the d[...]oor, but we have got the 21st *YS* Smash Tape for [...] gam[...]e from US Gold. *Passing Shot*, a scorching demo of [...] of y[...]our fave games. Plus the exclusive first cut of

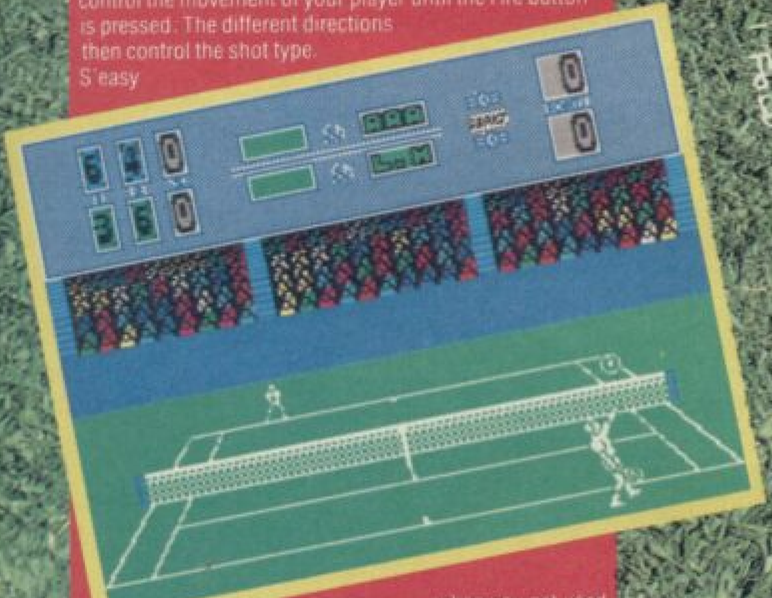


PASSING SHOT/ Image Works

Anyone for tennis? Don your whites then and load up our next celebration offering – a playable demo of *Passing Shot*, the new tennis sim from Image Works.

Our spanky demo lets you play a singles game in one of the world's Grandslam tournaments. Your view of the court is from spectator level for service, then switches to an overhead view for rallies. You have four strokes available. Using a joystick, Up gives you a flat shot, Left a slice, Right a bit of top spin and Down a lob. To use them simply press FIRE after you've selected your shot.

The control system is a little difficult to get to grips with, but, basically, when you serve, select your shot as the ball flashes and then press FIRE to hit it. The screen will then switch to the overhead view, where you can control the movement of your player until the Fire button is pressed. The different directions then control the shot type. S'easy



when you get used to it, so with Becker to serve...

YS SPEEDLOCK HACKER/Graham Mason

Yaaay! And for our next party trick it's a Speedlock Special! Now you can hack into any game protected by Speedlock that's been released in the last 12 months. And it's all thanks to Graham Mason who's picked his way through the latest version of Speedlock to bring you a bundle of infinite lives hacks and POKEs for absolutely loads of games.

To get the program to work, turn to *Practical POKEs* on page 38 of this very ish and type in the Basic program (that's Listing One) as instructed. When you get to Line 100, simply tag on the data statements you require from the many available in Listing Two. So, for example, if you want infinite lives in *Freddy Hardest*, then add

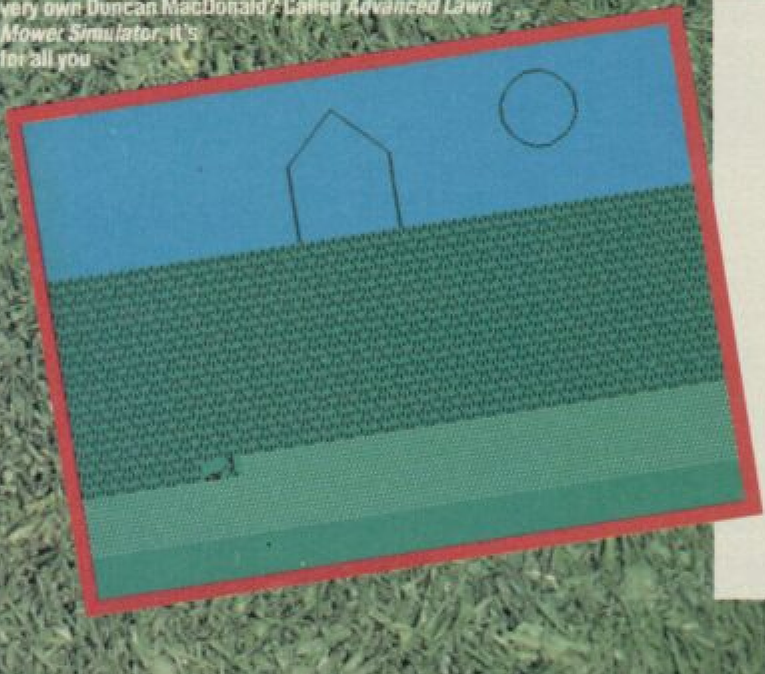
```
100 REM FREDDY HARDEST PART 1 POKES
110 DATA 62,183,50,11,250
```

at Line 100. Once you've done that type RUN and the on-screen prompt will say 'Insert Cover Tape'. Put your Cover Tape in your recorder and then press PLAY. The program will now load. Once the program has loaded a prompt will appear saying 'Insert Game Tape'. Insert the tape, press the PLAY button, wait for the game to load in and away you go!

ADVANCED LAWN MOWER SIMULATOR/ Gardensoft

And for our grand finale, what better than a fabulous, original new game, programmed especially for *YS* by our very own Duncan MacDonald? Called *Advanced Lawn Mower Simulator*, it's for all you budding gardeners out there. We promise you'll never have played anything like it before in your life!

Take your pick of six state of the art 'mowers', from the Campari Grassmaster to the Patio Sprintette, and set to work on doing a fine 'mow' of the incredibly tricky lawn ahead of you. Have you got it in you to become a top class 'mower'? Or will you go to seed and be killed by a particularly stubborn blade of grass? Play *Advanced Lawn Mower Simulator* and find out!



TAPE RETURNS

Aaaw! Has your Cover Tape turned out to be a party pooper by refusing to load? Well don't despair. Simply send your tape and a stamped addressed envelope to *YS* Tape Returns, No. 21 *Dream Warrior*, Players, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berkshire RG7 4QW. And a working copy should boogie on over to your house within days!



PETE'S PUZZLERS

Your cerebrum will never be the same again — not after *Pete Shaw* and slave-for-a-month *Grant Deacon* have prodded it.

THE PUZZLING DOUBLE ACT

For one month and one month only, *YS* presents, at no extra cost, a legend in his own school dinner hour, the one and only... **Grant Deacon** (who?). He's at Pete's puzzle workshop in the depths of Guildford on work experience from that internationally famous educational establishment — Isleworth And Syon School (it's famous around the Ridgeway Road area of Isleworth). Grant's hobbies include working with children and helping little old ladies across the road. He loves furry little animals and (*Snip. Ed*).

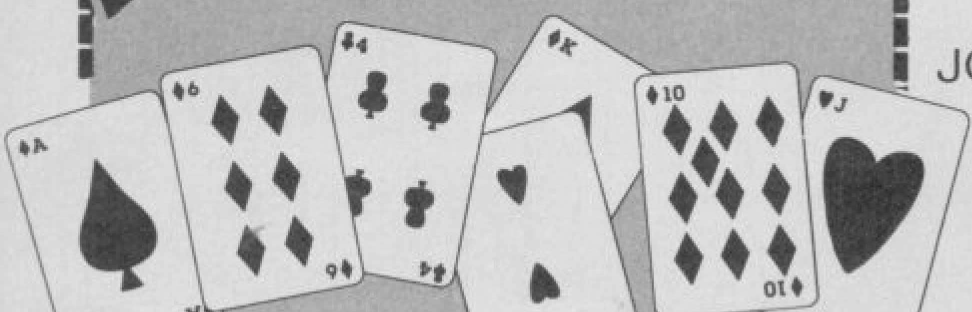
Unfortunately I can only keep my personal slave for this month, so make the most of it. (Grant's fan mail should be posted to the usual address, folks.)

CARD SHARK

Ta very mucho to **John 'Puzzle King' Basquill** of Luton in Bedfordshire for this fab tickle brain strainer. Take it away, John-boy...



When I was playing cards the other night, I found I had been dealt this hand.



It was not in the order above when I was playing — three cards separated the two and four. The spade was not next to a diamond, the hearts were not together, no three red cards were next to each other and the central card was not even. The king was to the left of the two, the jack was to the right of the king and the six, which was to the left of the ten, was not separated from another diamond by three cards. In what order were my cards dealt?

If you fancy winning a bundle of the fabbiest stuff since God invented little green eggs (three spanking games, to you), solve this puzzle, fill in the form below and send them to 'You Can Deal The Prizes My Way, Matey' Compo, *Your Sinclair*, PO Box 1509,Enfield, Middlesex EN1 1LQ. Entries must arrive no later than 30th September 1989.

Name ....

Address ....

....

....

.... Zip ....

WHAT AM I?

I'll hand you over to **Peter Mazey** from Oxford who sent in this little sizzler to drive you up the wall.

What is it that a person makes but does not use?
Another person buys but does not use for themselves?
Another person uses but does not know about?

SOURED MILK

Here's a taxing puzzle sent in by a reader from Norwich who seems to want to remain anonymous. How many of you little boffs can fathom it out?

There is a bull in a field which is surrounded by a thorn hedge. There are four entrances but each is guarded by a ferocious dog. So how does the farmer get inside to milk the bull?

TICKET TO RIDE

All aboard for this probbo from **Fergus 'J' Paget** in Birmingham.

A man catches a train from A to B. At B he visits a hospital where he is cured of an affliction. Overjoyed, he catches the next train back to A again but when he arrives he is found dead. Why?

JOKING LETTERS

Here's another cracker from the nameless brain stormer.

Joke is spelt JOKE
Folk is spelt FOLK
Loke is spelt LOKE
How do you spell the white of an egg?

CHECK YOUR CHANGE

Here's a great little nipper to put pressure on all those brains out there, sent in by **Ricard Suann** of Surrey.

Three brothers went to a hotel. They paid £30 between them. Later the receptionist said she had charged them £5 too much and asked the butler to share the £5 between them. But he was naughty (oo-er) and kept £2 for himself, giving £1 back to each brother. Therefore each brother paid £9, totalling £27. Add the £2 that the butler took away and the total amount comes to £29. What happed to the £1?

END BITS

So, fair readers, that is your lot for this month. Grant will be packaged off back to Isleworth by Royal Mail and I'm going to Butlitz for a couple of weeks. Never fear (have I got that right?), I shall return next month with a selection of your best teasers, so keep sending 'em in. There are badges up for grabs when you get a puzzle printed, and three fabby games if your efforts are deemed to be prize puzzle worthy!

We make just two requests — don't copy your puzzles out of the many puzzle mags available (it's pretty obvious when you do!), and don't make long lists of software you want for prizes — we just can't promise specific games! Fail to comply to these simple rules and I'll send mean-looking Grant round to duff you up. So there!

Watch out for this month's solutions... um...next month!





Mr.HELI

In the year 2999, a mad scientist called "The Muddy" and his followers have occupied an earth-like planet rich in plants and water. With his evil intelligence and psychic powers Muddy has broken the delicate balance of nature.
It is your mission to rescue the planet. You must clear six zones in all, including floating green islands, moving rock beds and underground clock towers.
Unmask The Muddy who is hiding deep underground and save the planet.
Mr Heli is available from all good software stores now.
Commodore Amiga, Atari ST price £24.99, Commodore 64, Spectrum and Amstrad cassette price £9.99, Disk price £14.99.

FIREBIRD

Indiana AND THE LAS

Indiana Jones And The Last Crusade, the latest spanky film spin-off from US Gold, has just made it to the Spectrum. So, with popcorn in one hand and joystick in the other, *David Wilson* battles his way across the office, deviously rolls under his desk, nippily parks himself in front of the Spectrum and plunges headfirst into the game.

You've seen the movie, read the book, worn the T-shirt — but have you played the computer game yet!? Nope? Well I have, so ner. And is US Gold's conversion of *Indiana Jones And The Last Crusade* a corker or what!? Better than the film I reckon! Okay, okay, so the film was a goodie. And I'll admit that I gasped as Indy leapt heroically from rope to rope over gaping chasms! Thrilled as he ran along a speeding train full of dangerous circus animals! And grimaced (quite a lot in fact!) when he leapt over rotating, razor-sharp blades in the entrance to the temple of the Grail! But Blimey O'Riley, that's nothing to what I did when I saw the computer game. *(He swooned actually! Ed)* Hem, hem. Anyway, wanna know what it's like? You bet your last Rolo you do!

Indiana Jones And The Last Crusade is a four level, horizontally/vertically scrolling arcade adventure. And it's boss! The game actually follows the plot of the film très closely (which isn't surprising really since US Gold designed it around the original movie storyboards) and your goal, just like in the film, is to discover the Holy Grail. But, of course, before you can actually find the Grail, you'll need to first secure several helpful items. These include the Cross of Coronado (actually, of no use to you at all as far as the Grail is concerned, but still fun to find!), the shield (which belonged to a crusader who first discovered the Grail and bears inscriptions relating to its whereabouts) and the diary (which belongs to Indy's Dad — a bit of a Grail expert — but was nicked by the Nazis.) This contains the remaining clues.

Tread carefully now as we explore the four levels of *Indiana Jones And The Last Crusade*...

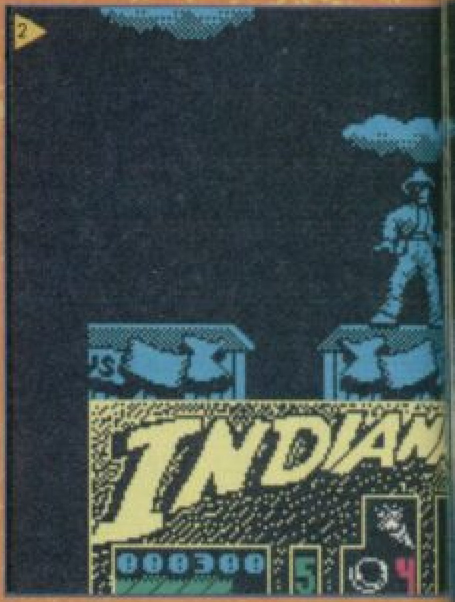
1 Somewhere In Colorado

First off, Indy has to retrieve the Cross of Coronado. It's hidden in this system of caves under the Colorado desert. Indy has to find his way to the Cross, jumping across chasms, shinning up and down ropes, whipping guards (literally!) and generally finding his way about in the gloom of the caverns. You start out with a trusty torch, but... oh-oh, Chungo!... this soon burns out. As it does, the screen colour changes to gradually darker hues! Best to collect another torch el pronto! You can also grab a trusty whip, but for some reason you can only use it five times! There are also those crumbly bridges that disintegrate as you cross them! Keeping up a brisk pace will see you safely across, but don't try it again 'cos it ain't there!! The whole cave system is cleverly interlinked so that if you should fall do
you can end up back near the start. Hurrah! Th
Coronado, if I'm not much mistaken. A lovely
by Hernando Cortes in 1520 I believe. Righty-h
Back into the daylight again. Bit spooky those
rest, those baddies from the cave are hot on m
by hopping on top of this...

2 Moving Circus Train

Running the length of this Chatanooga Choo C
you throw in an irate herd of rhinos who keep
giraffe's head and an Inca chappie who throws
talking tricky with a capital 'T'! Aaah, I lurve w
Kangaroo? Stop! No time for sightseeing on th

1


2


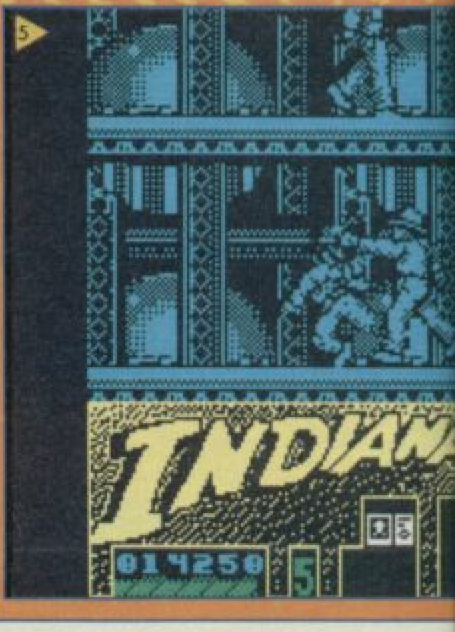
4 Wandering About The Castle

It's a bit bloomin' damp, isn't it? For the sake of gameplay, the Venetian crypts from the movie are stuffed into the basement of the Austrian castle. Cor, it really is 'a small world' in this game, chumlets! Watch out for the rats... uurrgh! Oh, and the energy zapping drops of water! But hold on... if we're going into the castle's crypts, how come this level is called The Ascent Of Castle Grunwald? Yup, that's right, you've got to get the shield, then hoof it back up and out again! Ooh no missus! Since you're poking about downstairs in the castle, you're also going to need to keep getting fresh lanterns, so keep yer eyes peeled! Got the shield yet? Good, now it's off to the airport and time for you to get...

5 On Board The Zeppelin

Up up and awa-yay, in my beau-ti-ful airship! In
looking for his Dad's diary. Judging by the way
down, I'd say we were in mid-flight. Ooooh! I fe
final clues that are in Indy's Dad's diary, so grab
sugars and press on! Instead of lanterns here, I
with the guards. However, they (rather inexplica
giving you a time limit for finding the diary. If th
guards move about in double time, making you
Indy got? He's got the lot. (Except for the...)

4


5


[Indiana] Jones [and the La]st Crusade

[f]all dow n one of these chasms and survive
h! Ther e's the artifact! The Cross Of
vely 16 th century piece given to Coronado
ghty-ho, time to find your way out. Ah me!
hose ca ves. Eeek! No time for a well earned
on my heels! Perhaps I can give 'em the slip

oo Cho o is no mean feat in itself, but when
eep po king their horns through the roof, a
rows st cks at you then you know we're
ve wild animals, where's Skippy the Bush
on this trip, unless you want a rhino's horn

up your botty! Rather weirdly, you still need your torch in this bit. Rather impractical on the back of a speeding train, and in broad daylight too(!), but it adds a time element, I s'pose. Finish this bit and you step off the train at...

3 Castle Grunwald, Austria

Hmm, this level is called The Ascent Into Castle Grunwald, and that's where it's based... the not-so-lovely Castle Grunwald in Austria! (This is where the Nazis held Indy's dad in the movie.) But what's this? There are several doors in front of me with spooky hieroglyphics over them. Also the computer has given me a date! (*Well alright, but I never take off my peripherals on a first date. Ed*) Not that sort of date! But perhaps this is a clue! Yes, US Gold has enclosed a spooky hieroglyphics decoder chart. The symbols that match the date randomly displayed must indicate the correct door! If you get this bit wrong, then the shield you're searching for won't be there! Right, through the door and now we're...





[Zeppe]lin

p! In dy is now on a German Zeppelin
way t his whole screen is drifting up and
! I fe el quite queasy! Still, this holds the
grab a couple of tummy settling barley
re, I ndy collects passbooks to help him
plica bly) disintegrate as time passes.
If th ey disappear completely, then all the
you r task double tricky!! Hurrah, what's
)

6 Holy Grail

Right, you've got the Cross (well, you can bung it away now 'cos it's not needed!), you've got the diary and you've got the shield! Now for the big one! The Holy Grail! In true Indy style, the temple in which it resides is fraught with vicous head-lopping (and other bit-lopping!) blades and things! Tread carefully! Also, the control system alters slightly here 'cos your viewpoint has changed to give a 3D perspective. Here you move left and right, forwards and backwards, and use the fire button to jump. Skillful joystick work is required as you leap onto a ledge swept by a rotating blade, then immediately jump off again, up, forward and slightly to one side to fling yourself through a doorway! Challenging, I'm sure you'll agree!





Right, that's the storyline, so what does it actually look like? Well, at last Indy gets the sort of respectful treatment that Batman got in *The Caped Crusader* (except that Indy seems to have a bit of a limp!). It has large sprites with lots of detail and the animation is slick. The graphics are good despite being in monochrome! There is a slight problem though with the collision detection, which can be a shade ropey. This makes punching or whipping baddies a tricky task since if you touch them you're wasted.

The 128K version touts a Spectrum version of the famous theme tune on the menu screen, and the usual sound effects during gameplay. The latter is all that 48K owners hear, I'm afraid, but since the Speccy mix of the theme isn't quite the stirring orchestral version, you shouldn't be too put off by this! The control system is the normal up/down/left/right/fire, but changes for the very last level (See Holy Grail). Gameplay is very good. The smooth scrolling and neat animation help everything to progress at an enjoyable pace. The level of difficulty is pitched at just about the right notch too, requiring a bit of thought and skillful joystick juggling. There are four main levels, but in fact the first is in two parts *and* there's a sub game for entry to the second level!

And that, in a nutshell, is that. A great game and well worthy of being made a Megagame. Tiertex, the programming house behind this little gem, has obviously spent a lot of time thinking of devilish traps and tricky bits of maze. All in all, a very slick conversion, with nice graphics and animation, and great gameplay! My only gripes seem to be the collision detection, and the slightly unrealistic things like the disappearing passbooks and the whip that's only good for five 'cracks'! Still, get used to these, and you'll find Indy every bit as enthralling as the movie!

Game.......... *Indiana Jones And The Last Crusade*
Publisher.................................. US Gold
Price .... £8.99 cass/£12.99 Disk

final

LIFE EXPECTANCY 89°
GRAPHICS 85°
INSTANT APPEAL 93°
ADDICTIVNESS 95°

Diagnosis

Good graphics, puzzling mazes and skillful joystick juggling, all pitched at the right level of difficulty.

92° verdict



TITAN

Titus/£8.99 cass



Matt Hey, Jackie, what's this Titan thing remind you of? Hmm, thought so. David, Dunc, what do you two reckon? You think it's a bit of a *Breakout* clone too, eh? Hmm. Titan is reminiscent of the bat, ball and bricks classic alright, but it's more of a variation on the theme than a straight copy, and a very speedy, smooth and playable one at that!

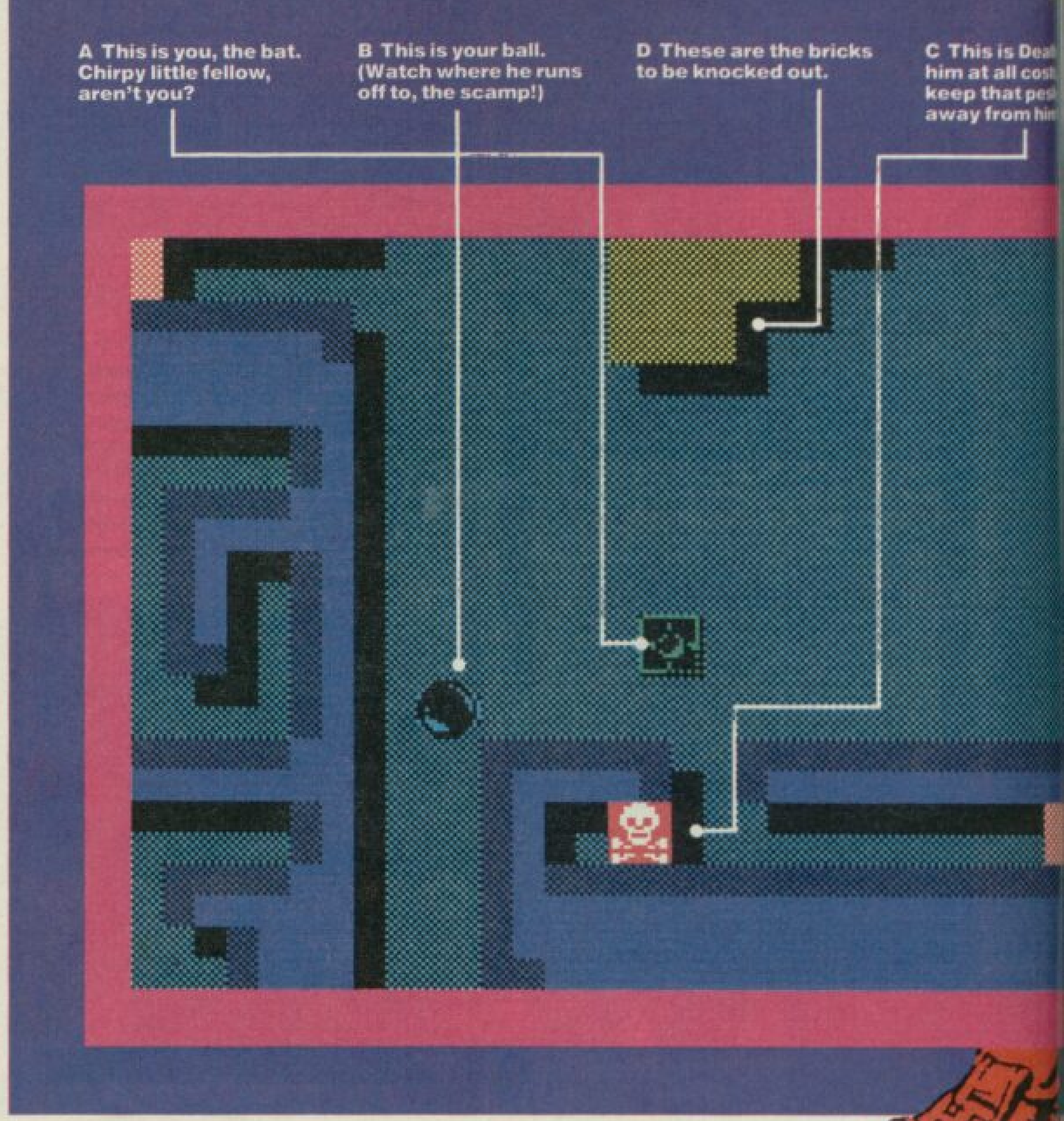
So, how's it all work then? Well, erm, you do control a little square bat, and you do have to bounce a (rather large) ball around and, yes, you do have to knock out blocks until you've wiped the screen clean. Hmm. So far, so *Breakout*ish, I have to admit. So what's the difference? Well, for a start, the size of the screens, or to be more accurate, 'play areas'. They're big (big! big!), often about four screens big in fact, and in later levels up to about eight screens or more.

This doesn't create too many problems though, 'cos the game scrolls very quickly in all four directions as it follows your bat about. It doesn't follow the ball though, so this can bounce off into some far corner of the play area and have to be tracked down. This can be good (your ball may be taking out a few blocks as it bounces) or it may mean you suddenly find yourself dead for no apparent reason. Why? Well, to complicate things in the same way that those falling icons did in *Arkanoid*, Titus has introduced 'Death' characters to the game. These kill you whenever they're touched by either the bat or the ball. Often they are trapped behind groupings of bricks so, once you start to knock the wall out, it is very difficult to keep your free bouncing ball away from them. Another complication comes from the blocks that your ball can't harm and which need to be knocked out by the bat itself. It's also a big game for another reason. Did I tell you how many play areas there are? 80. *80!!* Are you getting a fair amount of game for your money or what? (Clue – yes you are.)

But it's not all roses. For a start, though the game is one of the smoothest scrollers I've seen, the graphics are more 'competent' than stunning. It's really ever so simple and blocky. For instance, none of the bricks are individually defined (unlike in *Arkanoid*, say) so you are knocking out chunks of a whole rather than individual tiles. The bat, while fast and smooth moving, is rather small and often moves in large jumps, steadfastly refusing to hit the ball at the correct angle to go in the direction you want.

You can imagine the thinking that went on behind *Titan*. Titus has taken a look at *Arkanoid* or whatever and thought "How can we make it a bit different? I know, why not do each level over a number of screens?" Well, fine, it is a bit different and at the same time retains a great deal of the immense playability of those other bat and ball games. I'm far happier to see this variation than another straight clone, for instance. But, and it's a fairly large 'but', the simple one screen design of *Breakout* is still superior. In this version it's simply frustrating having the game finish for whatever reason (your ball hits Death or something) and have the action take place totally off-screen. Not only that, but there are simply too many bricks to destroy on too many levels, and, without the laser add-ons that helped speed up *Arkanoid*, it takes an age to clear some of the screens, even with skill playing. Still, it's quite a neat little game and easy to recommend. In fact, so easy I think I'll recommend it. Simple to play but difficult to master, so why not go and buy it?







s Death. Avoid
l costs, and
t pesky ball
m him too.

E That's it really.



"Ru-bber ball, that's all I am to you (bouncy bouncy, bouncy bouncy), like a ru-bber ball, you'll come bouncing back to me-e-e..." *(Who got David Wilson to write my captions? Ed)*

JOYSTICK JUGGLERS



David 'Hold My Thingy (Very Tightly)' Wilson — It's been a hectic month for our resident pop star — he was sued by Rick Astley, who claimed he'd 'lifted' the 'Hold My Hand (Very Tightly)' tune from the chorus of 'Never Going To Give You Up'. Rick lost the case by the way, but David still had to settle out of court with Roger Whittaker, who had spotted the similarity between the whistling bit at the end and that of his own 'masterpiece', 'I've Gotta Leave Old Durham Town'. David had to fork out 18 quid.



Duncan 'He's Off' MacDonald — This is probably the last you'll see of dippy Dunc — he's landed himself a new job — assistant vat scraper in a Macclesfield custard factory. "It's a bit of a sideways step," he told us, "but promotion prospects are good. There's every chance that if I keep my nose to the ground I'll be able to secure the post of 'spoon operative' within two years." Hmmm. Sean's not going to be pleased about missing out on that!



Jonathan 'Farty' Davies — We phoned Jonathan up this month and got this rather alarming message from his answerphone... "Grunt grunt grunt... Craaashhh! Hang on a minute! Grunt grunt grunt grunt! Crash! Yaaaargh, gettoff gettoff, ouch ouch, yaaaarrgghh! Slam! Puff puff pant wheeze... Hello, Jonathan Davies here. Farty's on the rampage, so I'll make this quick — leave your name and number after the... Slam!!! Yaaaarrgh! Grunt grunt grunt. Ouch, ouch. Click. Beeeeeep!! Bzzzzzzz." Blimey.



Matt 'The Swoon King' Bielby — As usual Matt's everyday routine of 'getting on with his own business' has brought swoon-chaos to the female population of Greater London. The girls in Greenwich, the birds in Brixton, the chicks in Chiswick and the crumpet in, erm, Croydon — all out for the count! What's his secret? *(Probably something to do with that canister of CS gas he carries around in his handbag. T'zer)*



Marcus 'Tally Ho' Berkmann — Binky Berkmann (now a part-timer with the RAF) has been undergoing training so he can become a fully-fledged 'fighter Jock'. Unfortunately, most fully-fledged 'fighter Jocks' fly F-16s and things, not a rusty Chipmunk with slightly dodgy landing gear. How's he coping with the pilot terminology, though? "Well, yesterday I spotted a bogie at angels one-five, and had to take it out." With your machine guns? "Erm, no — I used a hankie actually."



Sean 'Loofer' Kelly — Our Sean has tired of his bathroom rather quickly, leaving a sponge, a toe-nail scrubber and a pumice stone lying on the carpet. "These bathroom items just don't have the same 'balance co-efficiency' as those you find in the kitchen. Where do I go from here?" he sighed. We don't know. Ideas anyone?



Jackie 'Tall' Ryan — Jackie's been having graffiti troubles this month. Not only has some wag written 'Jackie Ryan woz 'ere' on the ceiling of the Castle Rathbone lift (a task that would involve our real Dep Ed making an assault on the north face of the interior with full rock climbing gear) but — to add insult to injury — another 'local witty person' marked her guestimated height in inches on the office skirting board. Our Jack was quick to wash it off (after she'd borrowed a mop, bucket and stepladder).

final

80 | 60 | 40 | 20

LIFE EXPECTANCY	GRAPHICS
80°	65°
INSTANT APPEAL	**ADDICTIVNESS**
73°	79°

Diagnosis

Take a bit of *Breakout*, a pinch of *Arkanoid* and a touch of the *Battys*, add some fairly original twists and serve. A very playable little concoction.

75° verdict

scores

90° - 100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues - we guarantee it! Any game that scores a total of 90° and above gets the esteemed *YS* Megagame rating. Coo!

80° - 90° PDG (pretty damned good)! Well worth digging deep into the old dosh bucket for.

70° - 80° Very enjoyable, but might not have lasting appeal for everybody.

60° - 70° A few niggles. Lacking in certain areas. Think before you buy.

50° - 60° Pretty average. Very average in fact.
40° - 50° Erm, below average (believe it or not).
30° - 40° Due to be hospitalised.
20° - 30° Very poorly.
10° - 20° Critical - not expected to last the night.
0° - 10° Clinically dead.

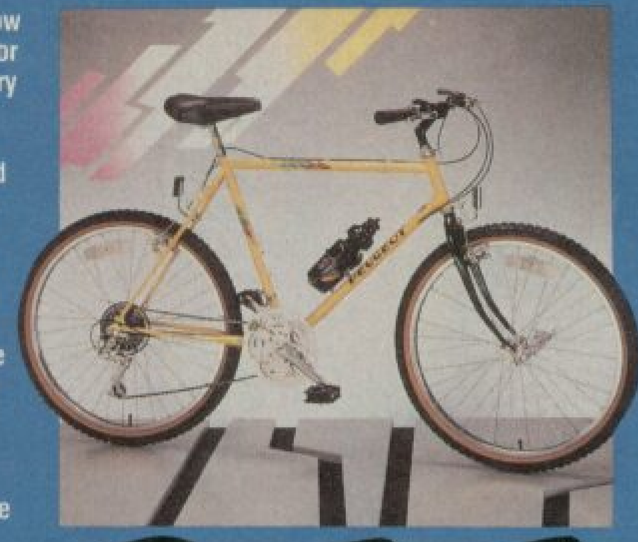
SACRE BLEU!

YS/INFOGRAMES CRAZY FRENCH COMPO!

Win A Peugeot Mountain Bike, Loads Of Boules And Copies of *Purple Saturn Day*!!

Oh la la! Those French people, zey are so – 'ow you say? – crazee! Take *Purple Saturn Day*, for instance. It's set in space, at the Interplanetary Olympic Games no less, where you have to compete in four 'out of this world' events including brain surgery (?) and racing around the rings of Saturn! Crazy name, crazy game.

Needless to say, saucy French software house Infogrames has a regular piquenique 'amper of copies to give away to the winners and ten runners up of this fabby compo. But that's not all — ah non! Just take a look at the typically froggish first and second prizes you could win!



A Peugeot Mountain Bike!

Practice for the Tour de France (except you've missed it this year) on this first prize Gallic bicyclette, complete with 15 gears and all the good bits. Check out the picture. It's the biz! Ride to school! Ride back from school again! Hours of fun! (How's that for a French 'Revolution'?)

Five Sets Of Boules (The Crazy French Game)!

Five second prize winners get a set of boules, the French version of bowls (except it's better!). Old men play this on the streets of Paris and it involves throwing your balls (oo-er) as close to the jack as possible (but unlike the English game you don't roll them, you sort of lob or chuck them which is lots more fun but tends to damage the lawn).



So, What Do I Have To Do?

S'easy! Take a look at the cartoon. It's the Tour de France (the world famous bicycle race!). No prizes for guessing that, but what countries do our four outrageously-dressed bike chums come from? For instance, if you think rider A comes from Sweden then jot that down in the space on the form. Simple, non? When you've done all that, fill in your name and address, enclose the form in a polka-dot velo vest (or an envelope) and post it to Ooh La La! Why's There No Rider From 'The Land Where They Put Acid On Their Pomme Frites' (Good Old Blightey)? Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. And don't forget, they'll have to freewheel into our office by September 30th or there'll be no 'Pug-yacht' for you!

Okay you, I know my national stereotypes.

Rider A is from ....

Rider B is from ....

Rider C is from ....

Rider D is from ....

Nom ....

Addresse ....

....

.... Zeep Cod ....

RULES

- Riders from Dennis Publishing, Infogrames or the 'Land of the Clog' will get a flat tyre if they try to enter this compo. (*That's not very fair. Ed*) Oh, alright, Dutch people can enter just this once.
- Entries received after 30th September 1989 will be sent down a cobbled street on a boneshaker and won't get a chance to win.
- Argue with what the Ed says and you'll get a stick in your spokes!

PROBLEM SOLVING

THE PLUS D

£52.13

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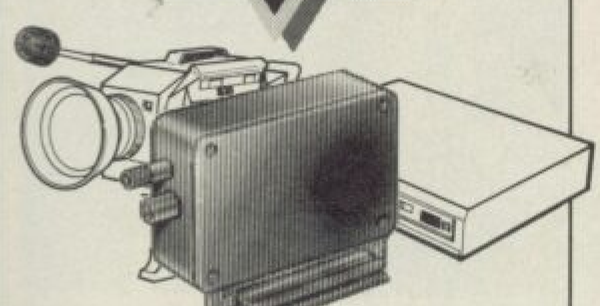
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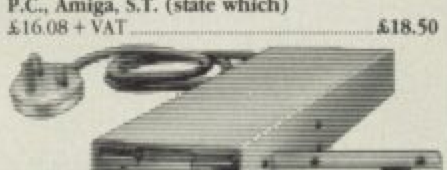
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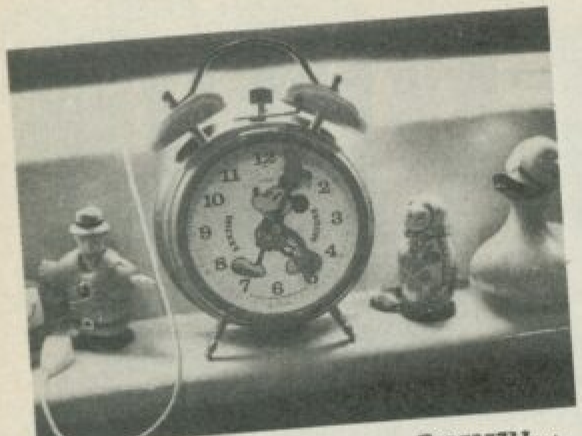
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Y/08

Galloping Ghoulies! *YS* Materialises On

GHOST TRAIN

Ooh, spook! *Catherine Higgs*, YS's Art Ed, made a bid for superstardom on Border TV's *Ghost Train* last month. Did it make her wibblier than a Chivers jelly? We took a peek in her Top Secret diary (which was fiendishly hidden behind her paste-up board) to find out.



5.00 am Zzzzzzzz... Phoooooo... Zzzzzzzzz... Phoooooo... Zzzzzzz.. Yargh! Is that the time? Blimey O'Riley. Time to rise.





5.01 am Ooph! What an absolutely ungodly hour. Must look dapper for my big moment though. I'll just lather up and get rid of this five o'clock shadow.



6.30 am Managed to get my togs on and make it to the station. Time for breakfast. Mmm, this hot ham and mozzarella cheese baguette will do nicely. Chomp!



7.35 am Now let me just see... (rummage, rummage). Bag of cheese and onion crisps? Check. Bar of Fruit And Nut? Check. Plenty of YS's to read? Check. Train ticket? Che... Um. Oh dear.



12.30 pm Phew! Made it to Carlisle at least. Now to wangle my way into Border TV. "Excuse me, my good fellow, can you please inform Nobby the Sheep that I'm here?"



1.00 pm Yikes! It's nearly time to go on air. Make up, Elaine! Eeeuk! She's turned me completely orange! Ho hum.



1.30 pm Camera, lights and... ACTION!



1.32 pm A star is born Swank, swank. Sarah Green better watch her back... ooh... er... hang on there a sec, Frances, their entry pics don't need to be that big.





2.00 pm Right. Now that's out of the way it's time to hob nob with the stars. Hi there, Shauna. Ooh, Nobby, you're such a ladies lamb.



3.00 pm Good grief! I'm well and truly pooped. TV stardom? A bit too much like hard work for my liking. YS here I come. Zzzzzzzzzz.

PHOTOS BY MIKE DODD AND TONY SLEEP

SQUEEZNG

OVER A DOZEN



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It Ain't H…
It's My Li…

Want the lowdown on the new Speccy peripheral pistol? *David 'Davey' Wilson* shoots from the hip and gives you his opinion of the Sinclair Magnum Light Phaser!

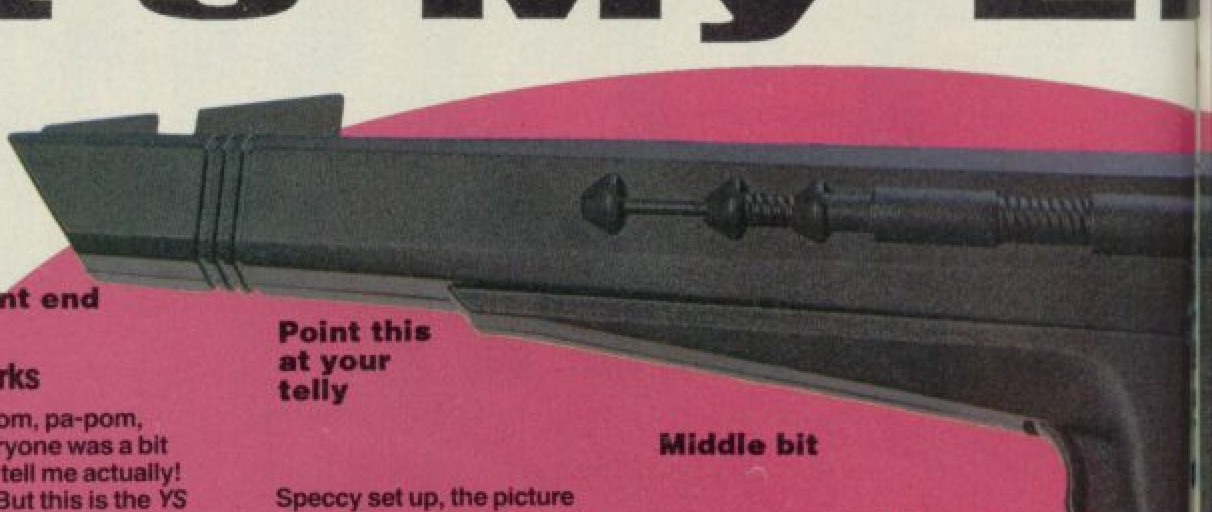
So what's the secret behind Swansea? A comfy, little university city nestling on the west coast of Wales, home to a shopping precinct, a swimming pool with one of those wave making machines, Joe's Ice Cream Parlour and, more recently, some of the most exciting developments the Speccy's seen in yonks! Yep, Swansea is the home of Trojan Products, designers of light pens and of the first Speccy Light Phaser!

Anyway enough of the mysteries of West Wales and on to a close inspection of the Light Phaser. Basically the Phaser, designed by Trojan for Amstrad, will sport the Sinclair logo on the side and will be distributed by Virgin Mastertronic. It will be on sale around mid-August, priced at £29.95 and come in a special pack with six games (the Trojan Action Pack to be precise, fact fans).

The Phaser is not only 'light' by name but also by nature. It attaches to your computer via a cable approximately five feet in length (which is therefore the distance you can stand away from it). The plug on the end of this cable has been likened to a BT plug in several columns, although it's more akin to the old Spectrum QL jobbie. Don't try and shove it into a phone socket!

The plug fits into the Key Pad socket on Spectrum +128s and into the Auxiliary socket for the +2s and +3s. Oh, and don't worry, there'll soon be a 48K compatible Phaser as well.

Plug it in and load up the Action Pack tape. The first thing you'll see is a menu listing the three games on this side of the tape. Point the Phaser at the game of your choice and fire. Then you get your instruction to play the tape. On side A are *Missile Ground Zero, Solar Invasion* and *Operation Wolf.* On side B are *Rookie, Robot Attack* and *Bullseye* (smashin' luvvly). So how do they look? Read on, mes braves…



How It Works

Er… erm, pom, pa-pom, pom… Everyone was a bit reluctant to tell me actually! Hem, hem. But this is the *YS* theory(!)… Your TV picture isn't a static image, is it? No, it's constantly changing! I know, it looks static but that's because it changes about once every twenty fifth of a second, quicker than the human eye can register! It's constantly being updated by a scanning line than starts from the top of the screen, then goes left to right and so on to the end of the picture. It then goes back to the top and starts again. Got that? Okay then, when you have your Speccy set up, the picture signal then comes from the computer. Because the computer is controlling the image it knows exactly where the scan line is on the screen. The Light Phaser will always have a beam of light shining on the screen, the position of which is read by the computer via the scan line (again, at twenty five times a second!). It then fires a pulse at the screen, the light bounces back and the position on the scan line is read by the Phaser and relayed to the computer. The computer knows where the targets are on the screen and where the Phaser has fired. If the two correspond then the trusty Speccy will initiate a death or destruction sequence for that character or object. Clever, huh?! So if that's the theory, how does it work in practice?



Missile Ground Zero
Lothlorien

Righty-ho, here's the first game. Programmed especially for the Action Pack by Lothlorien (better known to us for its war games), it's a basic version of that old arcade hit *Missile Command.* There are four bases on the surface of a planet, at which loads of objects start falling out of the sky, threatening to demolish them. Your task? To protect your bases by blasting the falling missiles. There is also a space ship that flies across the screen dropping bombs. The graphics are very crude, but I must admit the sound's nice. When you shoot there seems to be a line of fire that appears and wipes out all the bombs that are on it. Whether this is a case of Phaser interference or quite intentional is unclear, but it does serve to assist you in aiming. Trouble is there are just too many of these darn bombs flying down a trifle too quickly for it to work with only one screen. It doesn't last long, it's got some fairly basic single screen graphics but, oh well, I suppose it's quite playable.

Solar Invasion
Software Creation

Ah ha! A space shoot 'em up that's been specially programmed. Blimey, I'm orbiting Pluto apparently! What are those squiggly things then? Dunno, but I better shoot 'em! Oh dear, I've run out of ammo! That was quick! There surely must be more to it than this!

Right, I can move around by shooting at the arrow icons in the top corners of the screens. This is quite a complex system here! Aiming at one arrow and firing turns you one notch clockwise (anti-clockwise with the other arrow). Since you're



Heaveee, ight Phaser!

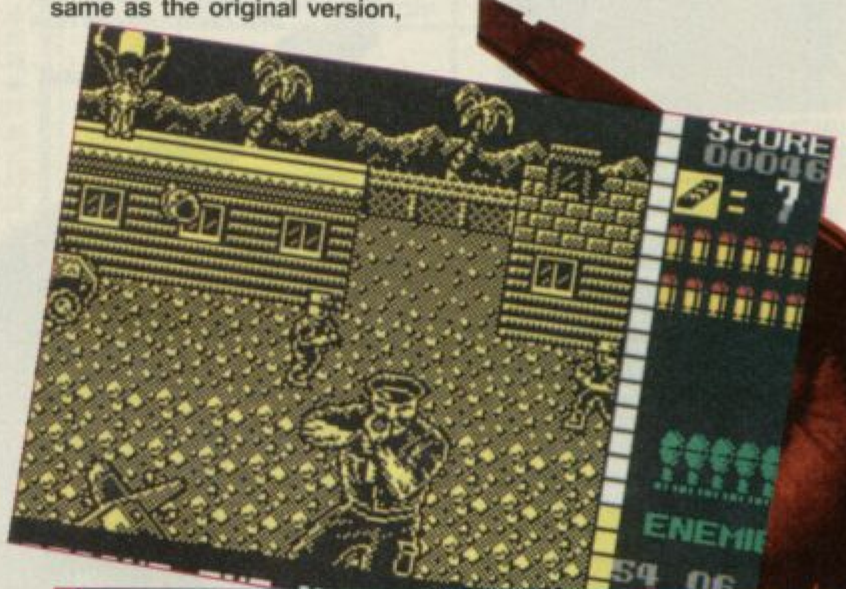


moving continuously, this then sets you going in the corresponding direction. All the wiggly things can be shot but some take a lot more hits than others so watch that ammo. If it runs out, you're dead!! Every now and then an icon appears. An 'A' will replenish your ammo, a 'B' gives a bonus score. If an 'A' icon whizzes past, get ready to chase it using those direction-changing arrows! The graphics are pretty slick, and the 128K sound is great. With the volume on the telly turned up you can really hear those ricochets and squashy hit noises!! Quite a goody, all in all.



Operation Wolf
Ocean

At last, the game I've been waiting to see. Just after loading, you are offered the opportunity of 'calibrating your gun'. This process involves shooting at several targets in order to ensure that the point of aim and the area hit match up. I found it best to actually place the Phaser against the TV targets so that there was no mistake about where I was aiming! The game looks exactly the same as the original version, only without an on-screen gun sight of course, and when you shoot a nasty black and white bar appears momentarily on the screen. Well, at least it shows you where you're shooting! Apart from this and the not-too-bad-but-not-too-brilliant accuracy of the Phaser (so don't stand too far away), the game plays very much like the original, is slightly less accurate than the keyboard- controlled cursor but more realistic in that you're shooting a gun.





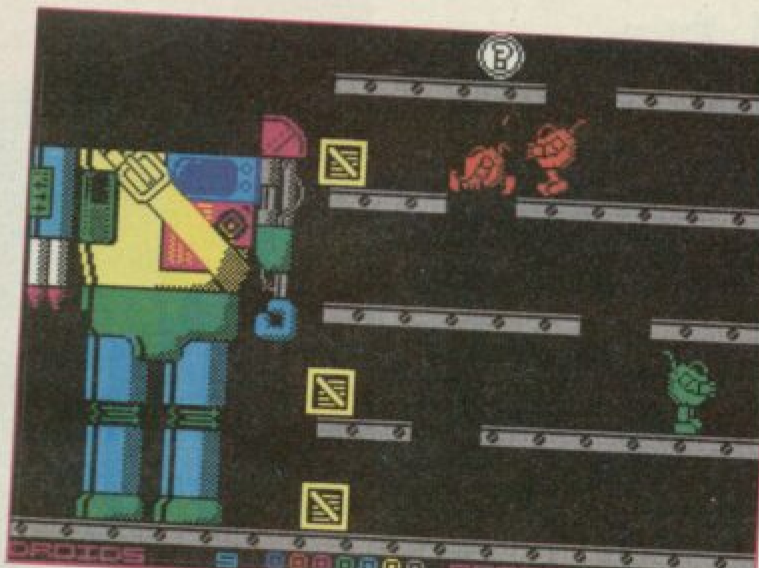
Rookie
Lothlorien

First up it's a shooting gallery game in which various targets pop up out of tree trunks for you to blast away! There are arrow icons in the top corners of screens which, when shot at, move you onto the next screen to the left or right. The sole attraction of this game hinges on the accuracy of the Phaser, but I found it played quite well. I managed to hit all the targets except this bird thingie that flapped across. Cor lummey, flaming indestructible it was, even when I held the Phaser one femtometre from the screen! Anyway, achieve a certain score and you'll have finished that round. You then get to shoot again on exactly the same range until you fail to achieve the score. For some reason, the Phaser seemed to be quite accurate on this one. I suppose this is exactly the sort of game you'd expect to play with it and as such it's a nice version. But as a seasoned Speccy games player it looked a little limited.



Robot Attack
Software Creation

Here's the next one up and it's another newie. This time you see several platforms, with boxes and a big space on the left. Loads of little robots then start appearing and running along the platforms. Their intention is to unpack the boxes and build a massive robot, so you'd better stop 'em or it's curtains for you, amigo! When shot, they change colours as they lose strength, but the red ones just break down until a yellow aerobie-type thing comes out and repairs them. There's a power meter on the bottom of the screen so this means that rapid fire is 'out the window'. If you keep missing them, then the big, bad 'bot starts being built from the feet up. And that's it!



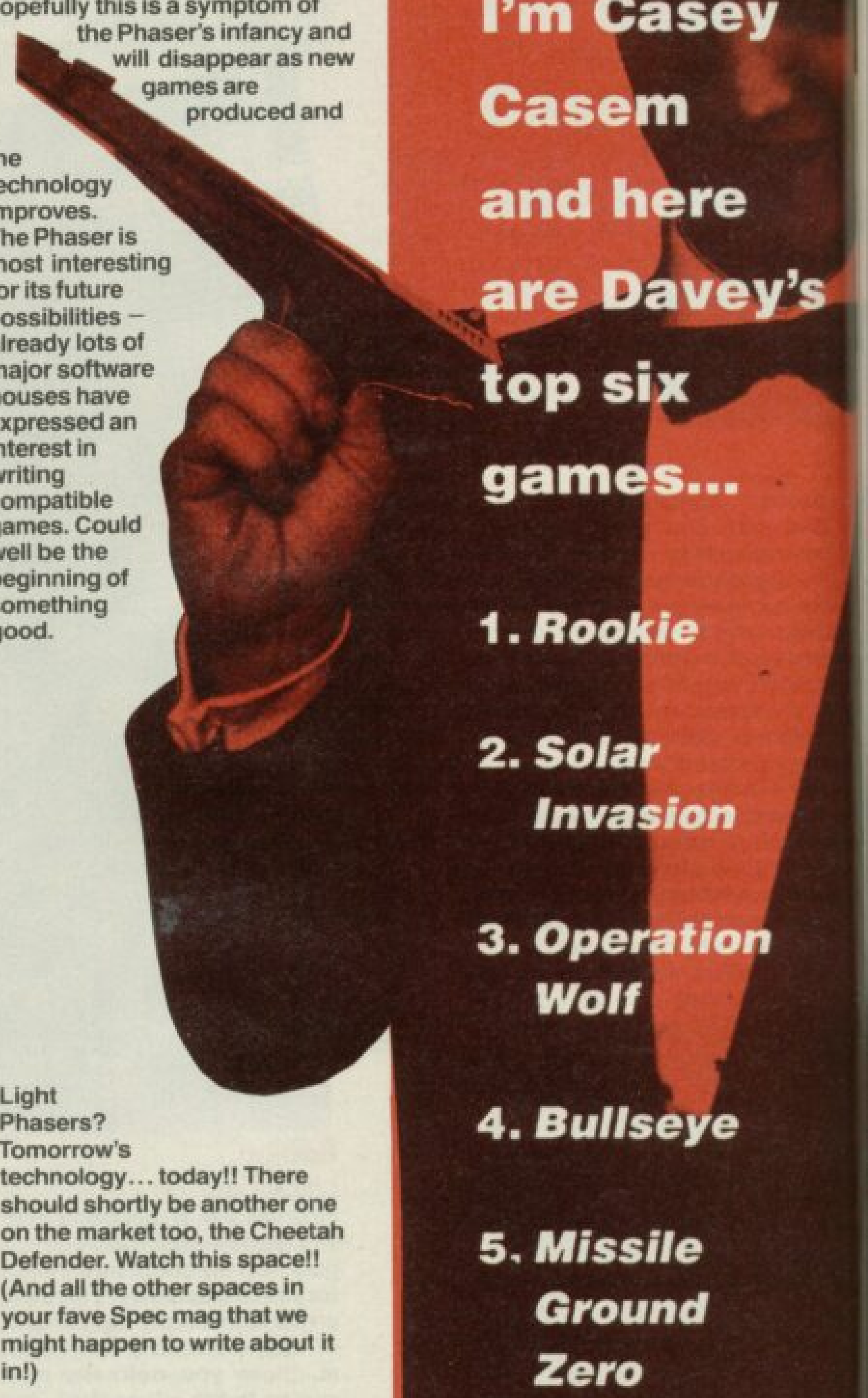
Bullseye
Domark

Ding ding, ding ding dah ding dah ding, ding ding dah ding, deedle deedle dum. Hurrah! It's everyone's favourite telly game show and the second conversion in this pack. Mooh! Luvvly, smashing, fantastic, and Bully's special prize!!! You can either play with the computer or your mate (oo-er) so here's what to do... First you shoot at a special dartboard, choosing subject categories and then answering questions on that subject (or the subject that you hit!). Next up, you shoot at a normal dartboard. The highest scorer gets to answer the next question and getting it right gives you the points scored. This one had a bit of novelty value included 'cos I played it against Dunc. Needless to say the game was rife with Jim Bowen impressions and those favourite Bullseye memories. Anyway, unfortunately, unlike the other games, not all the commands could be operated via the Phaser. This meant that I had to keep leaving the 'ockey' and go back to the computer to type answers. From my modest 'ockey' position (about three feet from the computer) the Phaser wasn't too inaccurate, and it seems like they've built in something to prevent you from cheating and holding it a millimetre from the screen. The best results were achieved by shooting once at the target and then correcting my aim for each following shot but after the first three games the same questions kept on cropping up. Apart from the staunchest of bendy Bully fans, I suspect a bit of limited appeal here.



And There We Have It

And why not? The first Spectrum Light Phaser complete with a six-game Action Pack. A slight disappointment, but fun to play. The games seem to be largely on a par with the original ones given away with the Speccy itself... not too brilliant! *Op Wolf* is the best of the bunch, because it's an up-to-date game and, as such, features the skill graphics and scrolling that we've come to expect. Others, especially *Rookie* and *Solar Invasion*, are well playable, if a bit limited. I wasn't keen on the fact that all the games suffered from a bit of interference when you pull the trigger, but some are worse than others — from a single horizontal bar across the screen in *Op Wolf* to the whole screen black with white blocks for targets in *Rookie*. Funnily enough, this interference is much worse when you watch other people play than when you are playing yourself. Hopefully this is a symptom of the Phaser's infancy and will disappear as new games are produced and the technology improves. The Phaser is most interesting for its future possibilities — already lots of major software houses have expressed an interest in writing compatible games. Could well be the beginning of something good.



Light Phasers? Tomorrow's technology... today!! There should shortly be another one on the market too, the Cheetah Defender. Watch this space!! (And all the other spaces in your fave Spec mag that we might happen to write about it in!)

FAXBOX

Product ... Sinclair Trojan Action Pack
Designer .... Trojan Products
Manufacturer/Producer .... Amstrad
Distributed by ... Virgin Mastertronic
Price £29.95

Davey's Favey Phaser Games

Hi there, I'm Casey Casem and here are Davey's top six games...

1. *Rookie*
2. *Solar Invasion*
3. *Operation Wolf*
4. *Bullseye*
5. *Missile Ground Zero*
6. *Robot Attack*

Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

Hello, me again — **Matt 'Goss' Bielby**, your leader (hem hem) — and I'm in an extremely bad mood today. Mind you, I'm always in an extremely bad mood, so that's not particularly unusual. Oh look, there's a fly happily buzzing around in the middle of the office. Hmmmm... this heavy, rolled-up magazine should help him decide which direction to fly in next. Thwack!!! Ho ho ho — downwards. Right, onto you lot...

QUEEN'S COUNSEL FOR THE DEFENCE

I am replying to the letter by a certain Keith Taylor (ish 43) about the quality of YS. I utterly disagree with his comments. Here are my answers.

(1) The *Penpals* and *Lonely Hearts* sections are meant to be a bit of a laugh. I mean, who would be interested in a "14 year old bore who likes *Mastermind* and ant breeding"? I certainly wouldn't. Would you?

(2) Okay, so there were a few mistakes in *Program Pitstop*. All magazines have mistakes. This was probably the Art Department's fault, who set the pages out. (*Oyoyoyoy, no it wasn't. Art Ed*) But who cares about a few mingy mistakes?

(3) The Covergames are brill! What are you moaning for? It's only 50p (or thereabouts). If you don't like it then don't play it. You can always record over it with your very own sooper dooper game of *Basic Breakout*!!

(4) The symbols for the reviews are very good (better than some mags I could mention but won't). They are clear and well thought out. Could you do better? I think not.

(5) What is wrong with the occasional bit of smut (oo-er) and sarcasm? If it wasn't there YS would become a boring magazine to read (like some other mags I could mention, but, again, won't). You were right about the *Adventures* section being good. Mike Gerrard does a brilliant job (although I'm still waiting for my game to be reviewed, hint, hint), as does Matt Bielby (*Yo ho. Ed*), whose first issue as Ed was well hard!

So those are the facts. Take note Mr Taylor of Wybers Wood. You are like your town — Grim(sby). YS will go on and on and on and on and (*Cue fade. Ed*). Keep up the good work!

Nick 'Shine On Harvey' Moon
Dagenham, Essex

Marry me. **Ed.**
It's against the law. **T'zer.**

WHERE WHERE WHERE?

I have recently bought *R-Type*, and after playing it I noticed that Level Eight does not exist. In the May issue, J Parker described the same problem that I have, and you said to send the game back to Activision. But I want an address. Please, what is it?

Cormac 'Ted' Nugent
County Wicklow, Ireland

It's a series of numbers and words intended to help the Post Office find wherever the place is you're trying to send a package to. **Ed.**
PS In this case it's Blake House, Manor Farm Road, Reading, Berks RG2 0JN.

RECKLESSLY SPEC-LESS

I DON'T HAVE A SPECTRUM. I have a ... a... BBC (very loud laughter). It's not that bad a computer, actually. (*Yeah, lots of available games — ho ho. Ed*) I've been reading your mag for ages now, but don't make this the Star Letter, 'cos I'll have nothing to play the games on.

Stephen Drysdale
Letham, Perth

No sooner said than, erm, not done! **Ed.**

TRIPE AND, ERM, ONIONS

Most of my pals are northerners, so stop taking the mickey. If you don't, I will come down there and knock your teeth so far down your throat you'll have to stick a toothbrush up your bum to clean them.

Michael Helliwell
Castleton, Rochdale

That's how I normally clean them anyway. **Ed.**

SPECTRUM DUNDEE

I bought a Spectrum in the winter of 1983 — you remember, the ones with the rubber keys that trapped themselves under the metal plate? Well, over the years, software over here in the country closest to the hole in the ozone layer has dwindled so much that being able to find one game for the Spectrum is about as easy as locating Salman Rushdie. (*He's in the basement of Boots on Chichester High Street. Ed*) So, every month I trek down to a little newsagent that stocks *Your Sinclair* (this is the only shop I've found that stocks it, by the way), hand over the money (all $6.50 of it) and tear home in my little buzzbox.

I have one problem though. As you are reading this letter, I will have just got hold of the June issue. Great, isn't it? I mean, as if it's not enough that these idiots in NSW voted in the Liberal Party, which is led by a little stubble-headed person who looks like a frog and enjoys putting the car tax up to over $500 (my car's only worth $1,000) just because his wife got caught driving while under the influence! (*You what? Ed*)

A couple of questions now.

(1) What happened to Clive Sinclair?

(2) Is it true that it goes blue and shrivels up in cold water?

(3) Is Margaret Thatcher for real?

(4) Why are you so infatuated with Kylie and Jason? Over here it's a sin to admit to owning one of their compact discs.

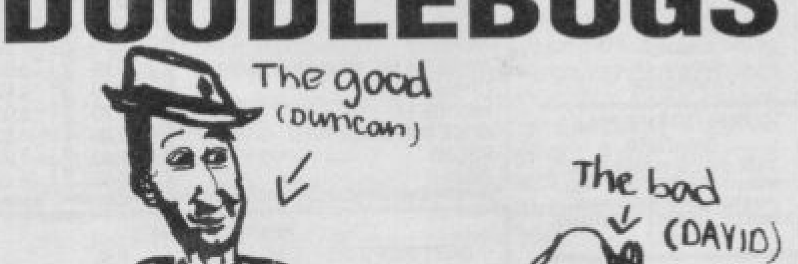
(5) I'm 19, doing a BA degree course in Communications and I'd like to hear from ANYONE who owns a Spectrum.

(6) Please, please, please, could you send me just one itsy-bitsy new release? I'll even suck the nobbly bits of your ears.

Wayne McCrea
17 Elbrook Drive, 2287
Newcastle, NSW, Australia

(1) He's getting married to a little cracker called Bernadette Tynan (except he isn't, 'cos they've just called it off).
(2) Ask Bernadette.
(3) Yes. Unfortunately she's not

DOODLEBUGS



Dodoloododooo DAN DAN DAN! Dodoloododooo DAN DAN DAN! Reckon yowre quick on the drawar, pardner? Quicker than our pen slingin' Doodlebugger of the month, **Graham Hunt** from Leicester, who's wanted by Sherrif 'Macca' McCandless for a string of hideous crimes? (Not least this nazty piece of work!) Okay then, put yer pen to paper, and send us your (pork) scratchings to Doodlebugs, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Oooh and if you want your prize (there's a spanking new game for every Doodlebug printed) then don't forget to print your name and address on the back.

just an extremely unpleasant dream.
(4) Over here it's actually a law of the country that you sleep under a Kylie Minogue or Jason Donovan duvet cover.
(5) I've printed your full address.
(6) I'm not going to have the nobbly bits of my ears sucked by another man. And for daring to make such a disgusting suggestion I won't send you a game — unless I get outvoted by the readers. Come on, you lot, send a postcard to this address marked Shall We Send Pervy Wayne A Game? On the back simply write YES or NO. **Ed.**

ROGUE PAGE

there?? And what are the keys? Please tell me as it's quite a good game!
Michael Pettett
PS Goodbye, T'zer, we'll miss you!

Erm, apologies are in order here. I lost the first page of your letter — a gust of wind took it out of the window while I was munching on my 'Marks & Sparks Garlic Chicken Breast Pieces (Delicious Hot Or Cold)'! So, basically, as I hadn't read it before it whizzed off, I, um, haven't got the foggiest idea what it is you're talking about. And as your address disappeared along with the first bit of the letter I can't even send you a badge. Oh well, it's all part of life's rich tapestry (I suppose). I'll send your badge to Arthur C Clarke — that'll stump the chump when he opens his mail. **Ed.**

+ 3 BLUES

I own a +3 and I'm very happy with it, but the one thing that drives me mad is that you never put a disk on the front of the mag. I've tried loading the tapes, but they just don't work. I use a Questar Lazer 1300 cassette player which claims to be compatible with my Speccy. Before you say anything (*Too late. Ed*) I've followed the manual to the word. Help!
Adam Hill
Magor, Gwent

Tsk! Pesky +3s. Right, first I'll say that if you've got the +3Q model (the pink one) then you're jiggered before you start — they hardly load anything. If it's a 'normal' +3 it's going to be a question of fiddling around with the volume control — these machines are notoriously cantankerous I'm afraid. Oh, and you have got your cassette player tone knob on full, I hope. You haven't? You clot. **Ed.**

THE WONDERFUL WORLD OF SPECCY

There's a definite Scandinavian feel to Wonderful World this month. It's probably got something to do with the fact that the letter comes from, erm, Scandinavia.

Hi, YS, I have a problem. It all started two weeks ago when I was playing *Robocop* (which I get when I subscribe to YS) on my Spectrum +3. Suddenly the TV went black and the computer went crazy. After a time I understood the computer wouldn't play *Robocop* on a long time. This is only the beginning on my problem. So, I looked for my old Spectrum 48K in the wardrobe to play *Robocop* on. After a little practice I reached Level Eight. I decided to save it on my Multiface 128 and so I did. I didn'n make Level Eight, so I decided to try again (I had save it on the Multiface you know). (*Yes, you said. Ed*)

And guess what happened, no the computer don't become crazy, the computer wouldn'n load it!!! The tape recorder had went broken. So I have to try again, again, again and again but when I tried the sixth time THE TV SET WENT BROKEN. Aaaaaaargghhh! This is unbelievable. Now I can't play *Robocop* at all. What shall I do? I can't even use my computer — okay, I can use my computer, but I have no TV set. What shall I blame? Shall I blame (a) *Your Sinclair* or (b) *Robocop* or (c) the bad computer, TV and tape recorder? Please help me!!!!!!
Nils Hedström
Falun, Sweden

Dunno really. You could ask Arthur C Clarke but he's holed up in Sri Lanka. Hey, I know — try jigging a telepathic, Aboriginal voodoo dance. He's sure to pick up your vibes. **Ed.**

VISITING CLOGLANDER

I'm coming to London soon and I was wondering, could you please give me a few addresses of good (big) software shops, so I can buy a lot of the newest Speccy games (as these aren't available in Holland any more)?
Mark Roscam Abbing
Haarlem, Holland
PS I've enclosed real Dutch candys, 'Zoute Drops'.

Thanks for the 'Zoute Drops' — unfortunately they smelt so disgusting that nobody here had the guts to actually try one. Oh, and regarding your query — the Virgin Games Centre in Oxford Street is a good bet, but there are loads of other software shops scattered around if you hunt about. Ask one of our 'friendly' policemen. **Ed.**

KINDLY LEAVE THE STAGE

Oh dear, it's that crap time of the month again. And it's a long one (oo-er) from **Wayne Kerr** of Huddersfield. Straight in we go...
DAY ONE — A rabbit goes into a pub...
Rabbit: Could I have a toasted cheese sandwich please?
Bartender: Certainly, sir. What flavour?
Rabbit: Cheese and onion, please.
DAY TWO — The rabbit returns to the pub...
Rabbit: Toasted cheese sandwich, please.
Bartender: Yes, sir. Cheese and onion?
Rabbit: No, ham today, please.
DAY THREE — The rabbit returns to the pub...
Rabbit: Toasted cheese sandwich, please.
Bartender: Ham? Cheese and onion?
Rabbit: Neither. Corned beef please.
DAY FOUR — The rabbit returns to the pub in a right 'two and eight'. His ears are all mouldy, he's limping and his fur is coming out in clumps...
Bartender: Blimey sir, what's happened to you?
Rabbit: I have mixed-a my toasties.
Yaaaaaarrrrrggghhhh! That was terrible! Send your crap joke in without delay. Eh? The address? The same as every month, you clot. Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. Don't forget, you can win the most circular badge in the world — a Your Sinclair one.

SPECTRUM VS ST

Round one.

I use my Spectrum for word processing as the package cost only £30, whilst an ST package costs over £100! (The ST's down, one ... two ... three ... four ... the ST's back up again!)

The ST has a better keyboard than the Spectrum! (Whooaa, the Spectrum dodged that one!)

The newer Spectrums have proper keyboards, and anyway, the ST keyboard is rubber underneath, just like the Spectrum +. (Loook... the keypad's deflated.)

I bought an ST for its graphics and lack of colour-clash. (Oh no, the Speccy is down on its heat-sink! One ... two ... three ... it's back up again.)

Games for the ST may be colourful, but you have to find £20 to buy just one game! (There goes the ST mouse, cor, what a right hook.)

I still subscribe to *Your Sinclair*, as it has more hip hop news, reviews and articles than any ST magazine! (THAT'S IT, THE ST IS OUT FOR THE COUNT! That last punch was the one that did it. The Spectrum (seven years old) has beaten the ST (two years old) with that final blow. A knock out!
Keith Symonds
Basildon, Essex

Oh no... I've just spilt my coffee all over my new pair of espadrilles. The really annoying thing is that I was going to get a black pair, but they only had white in my size. And you know what that means, don't you? That's right — stain city! And I've got to make another mug of coffee. Erm, yes, it's tragic how crap most 16 bit mags are. We've had quite a few letters from people who upgraded but still buy YS. It's the only sensible thing to do. **Ed.**

DAD'S A SKINFLINT

Hello. I am a 14 year old physical wreck. Most of my computer games are untrendy — I mean, can you remember *Orc Attack*? The last full price game I purchased was *Paperboy*. My dad would throttle me if I got another tenner out of the dosh bucket and spent it on a game. He still has a go at me. Hateful, isn't it? Wha'd' y'a mean, "No"?? It *is*! Please help me. My mates are beginning to think I'm weird. Please, please, please make this the Star Letter. Otherwise I'll kill myself. In fact I think I shall... BANG!!
Daniel 'Dead As A Doornail' Platt
Walsall, West Midland

Hmmm. No point in giving the Star Letter to a dead person, is there? **Ed.**

Letters

WILLIAM THE CONQUOCOP

Yo! I just wrote in to say that I, William, conqueror of *Robocop*, thrasher of *Target Renegade* and masher of *Mickey Mouse*, have crushed *Human Killing Machine* into the ground and stuck a gravestone on it, or, to put it into plain English, have completed the game. But now... a complaint. Dimbo Duncan MacDonald said that (quote) "*Human Killing Machine*, unlike its predecessor, is going to be incredibly difficult." Well, for a start that's a load of rubbish. I've had *Streetfighter* since last Christmas and I still can't beat Sagar, but I've only had *HKM* for a month and two days. So, I think you should tie DM up in a dark room and leave him there for a week.
William Columbine
Cullopmton, Devon
PS Could you put a POKE for *Sabre Wulf* on one of your tapes? Pleeeease!!!

I'll ask Duncan. Oi, Dunc, shall we put a POKE for Sabre Wulf *on the Cover Tape?* **Ed.**
Nah. **Dunc.**

SMALL PRINT

Yummy. I've just had a lovely chewy wig for din-dins! Munchies!
Nathan 'Dud' Hood
Port Glasgow, Renfrewshire
Paul Daniels flavour, perchance? **Ed.**

No! Nurse! I said prick his boil!!
Nathan 'The Kid' Hood
Port Glasgow, Renfrewshire
You're not by any chance related to Nathan 'Dude' Hood are you? **Ed.**

Writing to you is really wasting my ink.
Thomas 'Mr Miser' Carver
Plymouth, Devon
Write to the Queen if you REALLY want to waste it. **Ed.**

Oh, sorry. Wrong number.
Nils Hedström
Falon, Sweden
Clot. **Ed.**

Mum reckons letters to computer mags are written in double-dutch... she don't like 'em!
Matthew Selwood
Nailsea, Avon
Bet she likes this one. **Ed.**

Hello, mum. Goodbye, Ayatollah.
Imad (Big Nose) Ajam
Lister Hospital, Stevenage
Hello, big-nose. **Ed.**



TRAINSPOTTER AWARD

BEST FILM EVER

No, no, no. 'Archibald Bloggs', you've made a poopykaka. You were right about *Fantastic Voyage*, but you said (or wrote) that *Fantastic Journey* was a Disney thing with dogs/cats/racoons in it, and so did you, Mr Bielby, you silly spud. Akzewolly it was *The Incredible Journey* — so I claim my Trainspotter Award. It's *Ro-o-ho-o-holf's Cartoon Club*.
Leigh 'Eckyeckyeckypkyaaanng' Loveday
Port Talbot, West Glamorgan
PS Anyone who thinks Jason Donovan has any talent needs a chainsaw in the breadbasket!

Who cares? Fantastic Journey, Incredible Journey, Unbelievable Journey. *The fact stands, and I stick by what I said, that it's one of the best movies ever released. Okay, so it hasn't got any big actors, breathtaking visual effects or, indeed, any sort of credibility whatsoever. What it has got however is a lot of animals which, for me, makes it a winner. And what's wrong with 'Jase'? Okay, so he can't act, sing or dance, but he's got something far more important going for him... um... errr... ah yes — 'star quality'. No Trainspotter!* **Ed.**

SNOOKERED

I am claiming my Trainspotter award because in the June ish, in *Kindly Leave The Stage*, there was a so-called 'joke' by Sven Jansson which said

Q: What's green, has six legs, 26 balls and would kill you if it fell from a tree?

A: A snooker table.

(1) A professional snooker table has eight legs, not six.

(2) There are not 26 balls, there are 22.

(3) How can a snooker table get up a tree in the first place?
Matthew Batters
Oldham, Lancs

You can't have a Trainspotter because
(1) Who said anything about it being a 'professional' snooker table? The 'Steve Davis Pot Black' table has three legs.
(2) Count again, there are 82!
(3) By falling off a cliff!
Still, I agree with you about one thing — it wasn't much of a joke.
Ed.

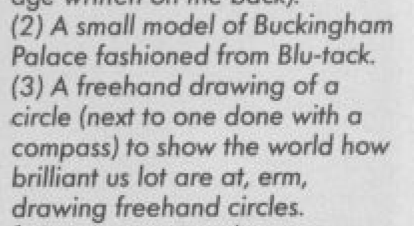
ONIONS AND, ERM, BRIE

As it was said in a previous issue of *Your Sinclair*, "The Speccy was never the huge success in France that it is in Great Britain." So it was decided to publish a yearbook of the Spectrum users in France and other countries. In this book, each owner will indicate
(1) model of Spectrum (48K, 128K, +2, +3),
(2) main interests (games, programming, word-processing) and
(3) name, address and if possible, number phone. (*You mean phone number. Ed*)
We have now nearly 300 owners registered from ten countries. But, of course, such a yearbook would be incomplete if there were no British owners in it!

Your magazine is well known in the world, so we would be very pleased if you could let your readers know of our group and its project! They can write in English or French to CSAR, 28 rue Galilée, 08500 Revin, France.
Claire Dyard
Aubrives, France

Okay, you lot, get your stamps out. We can't have a Speccy yearbook being passed around the planet without any residents of 'Blighty' included in it. I feel there are a couple of other things you ought to enclose as well as the above though...

(1) A photograph (or photocopy) of an elderly relative (with his/her name and age written on the back).*
(2) A small model of Buckingham Palace fashioned from Blu-tack.
(3) A freehand drawing of a circle (next to one done with a compass) to show the world how brilliant us lot are at, erm, drawing freehand circles.
It's quite easy to photocopy an elderly relative. Just take them into a ProntaPrint store, jostle them over to a photocopier, close the cover bit over their heads and get the assistant to press the green button. Hey presto. You can even do enlargements — and it only costs about ten pee a shot.* **Ed.



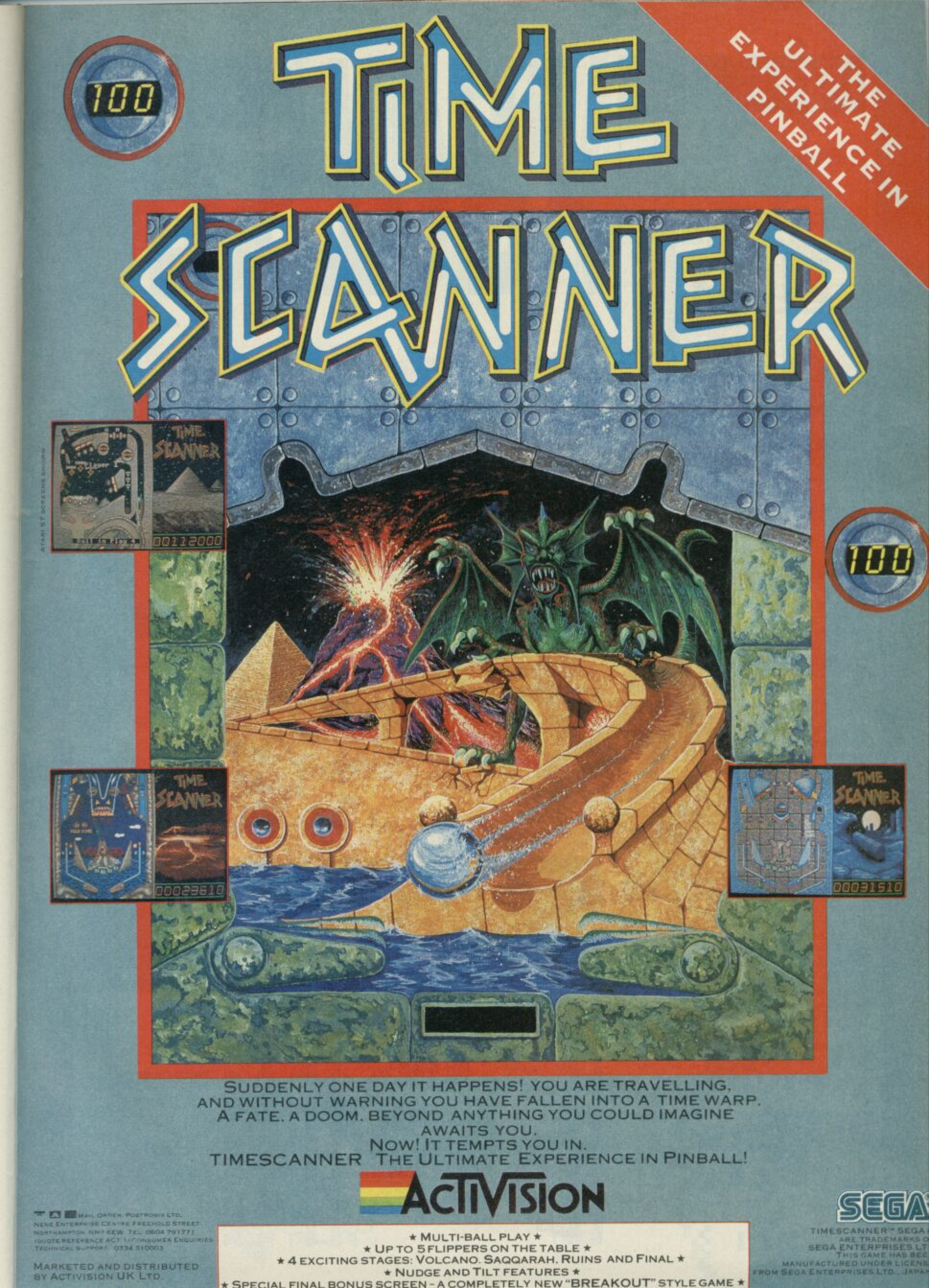
OOH, YOU POOR DEAR

Your problems solved by Madam Pico

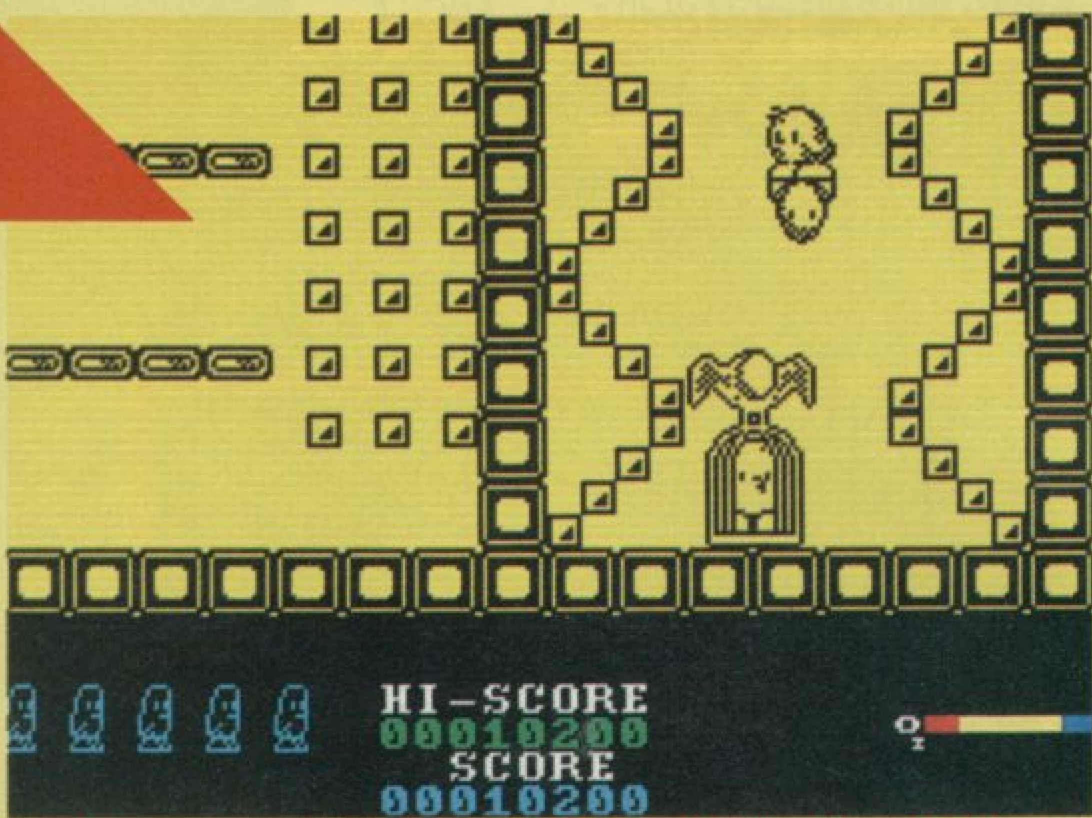


Dear Madam Pico
This isn't really an emotional problem, so I don't know if you'll print it – but here goes anyway. The next door neighbours have gone away for three weeks and I want to build an extension as quickly as possible. I've tried to build one before, but they got onto the council who told me I needed something called 'planning permission'. That's stupid! I own my garden, so surely I can build what I want in it. The neighbours moaned that my proposed extension would block out all the light in their kitchen, but they're just being selfish – besides, they've got electric light bulbs, so it's not as if they're going to be totally in the dark. Anyway, as I said, they've disappeared for three weeks so I'm going to go for it! Now, I'm not a professional builder (in fact, I work in a custard factory), but I've laid a couple of fairly neat patios in my time. The only problem is speed. Do you know of any 'short-cuts' I could take? I'd be much obliged, and if I get it up successfully I'll drop you an invitation to my next barbecue.
Jock Bloggins
Hampstead, London

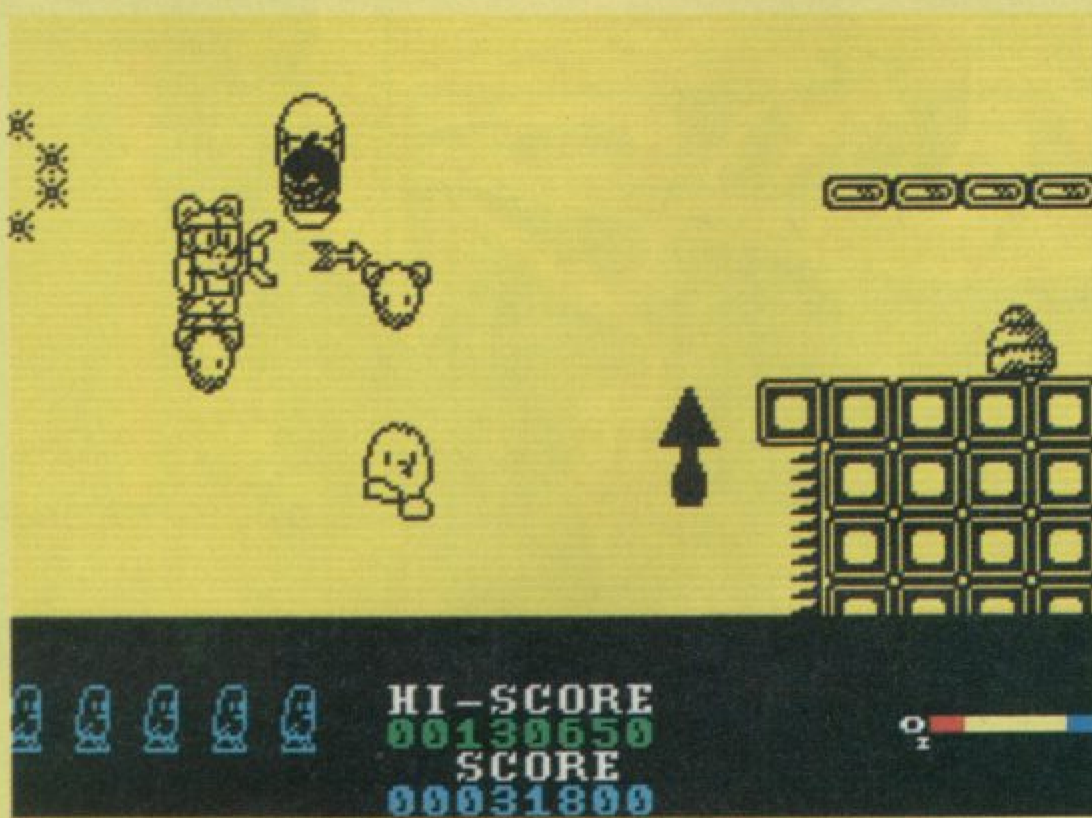
You do have problems, don't you Jock? Hmmmm. Now, I'll tell you the first way to save some time and that's to do away with the foundations. Just lay down sand where the foundations should have been and start building your walls from there. Another tip is to not bother measuring things – just take everything as it comes. For instance, windows. Wait until your walls are up to about eight feet high and then simply smash holes where you want your windows to go. As regards the wiring, well, the way I see it is you could just have an extension lead going through a hole in the wall from the main house. Just stick loads of three-way sockets on the end. Same idea goes for the plumbing (if you're going to have a sink in there) – just splice some kind of tube onto the main pipe, bung a tap on the end and push it through the hole in the wall next to the electric cable. Have it so your waste water pipe simply empties itself into the garden. There's no need to plumb into the drainage system, as water evaporates on its own anyway. God speed, Jock.


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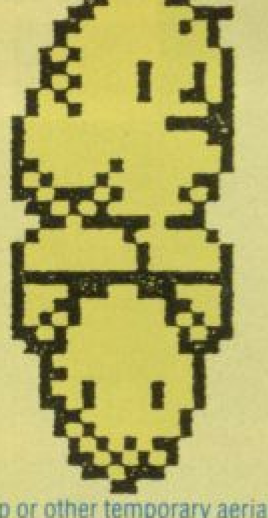
...AND STORY



Hurrah! You're just about to rescue one of your mates (he'll be soooo pleased to see you!). It's nearly as good as the bit where you get killed and make the most pathetic little cheep in Spec-history. Aww.



Eeep! Joey's kicked the bucket! Cue pathetic chirps? The assorted balloon-riding beasties look surprised, but what do they expect from a bird whose only contributions to world culture are fruit-that-tastes-like-water and shoe polish?



space ship or other temporary aerial ride.

Each has its own control mechanism. For instance the balloons will constantly fall if you don't counteract their movement with the up key, while the space ships will hover around quite happily. The usual fruit for points and extra weapons can be picked up from dead nasties too, though the standard bow and arrow is sufficient for most needs and lots more useful, for instance, than the rather crap bombs which only throw about six kiwi-lengths. Musically it's great too, with a cute little music box tune and an endearing canary-cheep each time ol' Joey kicks the bucket.

"But! But! But!" you say. "How can you possibly tell us it's so great when it's all in horrible yellow monotone (as so much Ocean stuff seems to be these days) and aren't kiwis and all that stuff just a bit, well, girlie anyway?" Hmm. Well, ahem. . . (Yikes, looks like you've got me there.)

Well, okay. The screens we've printed here and elsewhere might not look as exciting as some and I would be the first to admit to some initial disappointment with the look of the thing. All I can say to counter that is that if it makes the game clearer and smoother to play then it's an easy sacrifice to make. As for it being girlie, well, if you really hate cute games so much what have you been doing reading this far anyway? Why don't you bum off to another page and read about *Gemini Wing* instead? Right, that's got rid of that lot. For those who are left, erm, well, yes, it *is* a bit girlie. Maybe the man in the shop will give you a plain brown bag to carry it home in.

So, to sum up. *The New Zealand Story* has got a character all its own. It's as funny, addictive, pleasingly put together and playable as you can get. It's the nearest thing I've played at home to the arcade classic *Mario*, and I'm giving it a Megagame whether you like it or not. Here, have a Megagame. (*Tweet.*) You're welcome.

Whew. (I think I'll go down the park now.)

final verdict

LIFE EXPECTANCY	GRAPHICS
85°	78°
INSTANT APPEAL	**ADDICTIVNESS**
90°	95°

Diagnosis

Totally screwy. Totally wacky. Sickeningly cute and rather marvellous. Can I have another go please?

93°

THIS WAY UP

the NEW ZEAL

Ocean/£8.99 cass



Matt I can't believe it. I'm sitting here in this stuffy old office, it's lovely and sunny outside, there are bikini-clad lovelies bronzing themselves in the park down the road (©Mike Gerrard 1989) and I'm reviewing a computer game and not complaining! Why? Because *The New Zealand Story* is the most fun I've had with my Speccy in ages, that's why.

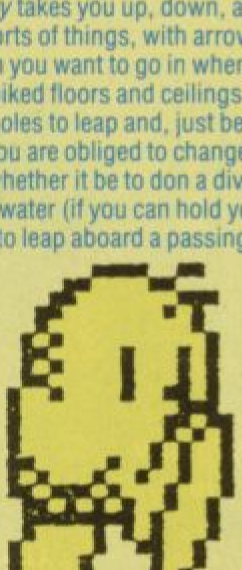
Okay, the cynics in the office will scoff a bit and tell me it's not all that good really, but I'm not listening. I'm simply a hopeless sucker for anything platform-and-laddery. (My one man campaign to make *Rick Dangerous* a Megagame ranks as one of the most annoying things the office has seen this year, rivalled only by the day Farty came to 'visit'.) So, bearing in mind that I'm not a 100% reliable witness, here's why I think *The NZ Story* is pretty spiffy.

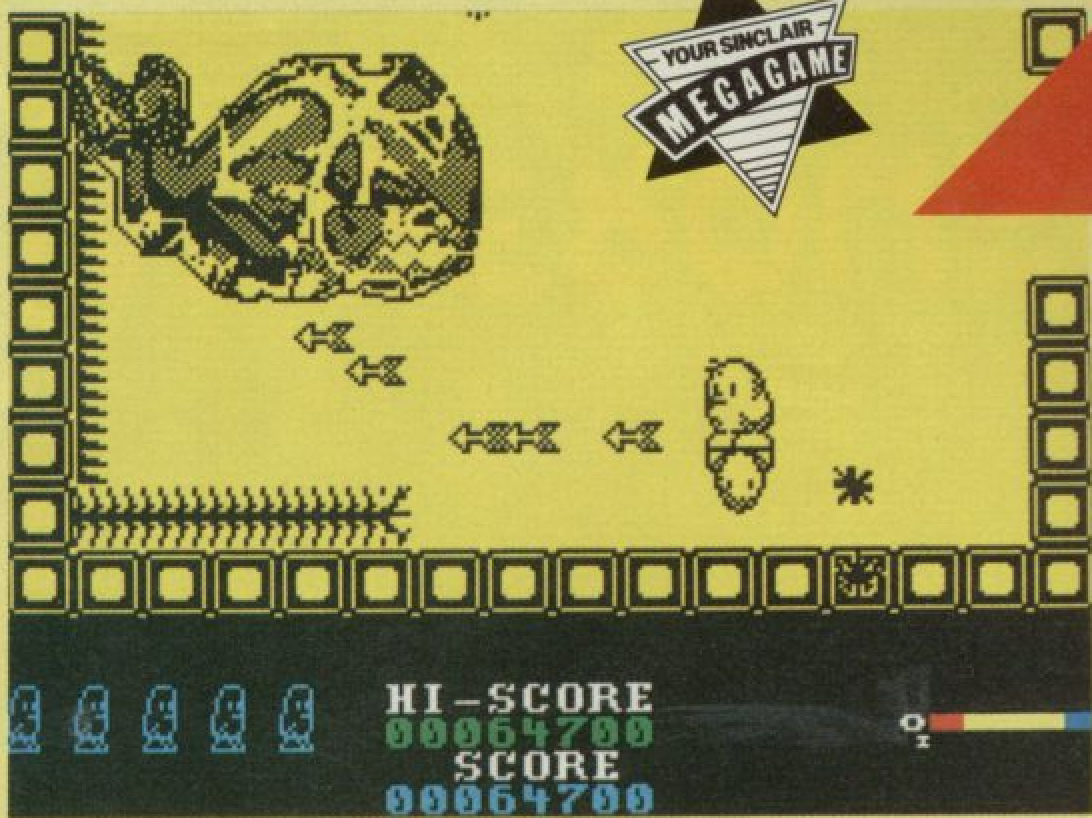
For a start there are the characters. This topsy-turvy view of a couple of very beautiful but very empty islands at the other end of the world just really appeals to me (don't ask me why). Our hero, Joey the Kiwi, is a little ball of fluff with big feet (far more canary than kiwi in fact) — dead easy to animate, but dead fetching all the same. When he rescues his mates they jump up and down in glee flapping their stumpy wings and, awww, ain't they cute?

The baddies are pretty neat too, ranging from sheep to pigs to penguins to tortoises — hardly the scariest collection of animals to start with and the idea of them all floating around on balloons shooting at each other is just too screwy for words. But I love it! Despite the monochrome, they are all immediately distinguishable from each other, and have their own bizarre characteristics to watch out for. Even the big boss characters at the end of each level are absolutely ludicrous, ranging from a ship to a seal to a giant whale who flops around in front of Joey like, um, a big floppy thing. He's perhaps a little easy to beat, but then this is only the first level, and you've had to get past numerous tricky traps and trappettes to get this far.

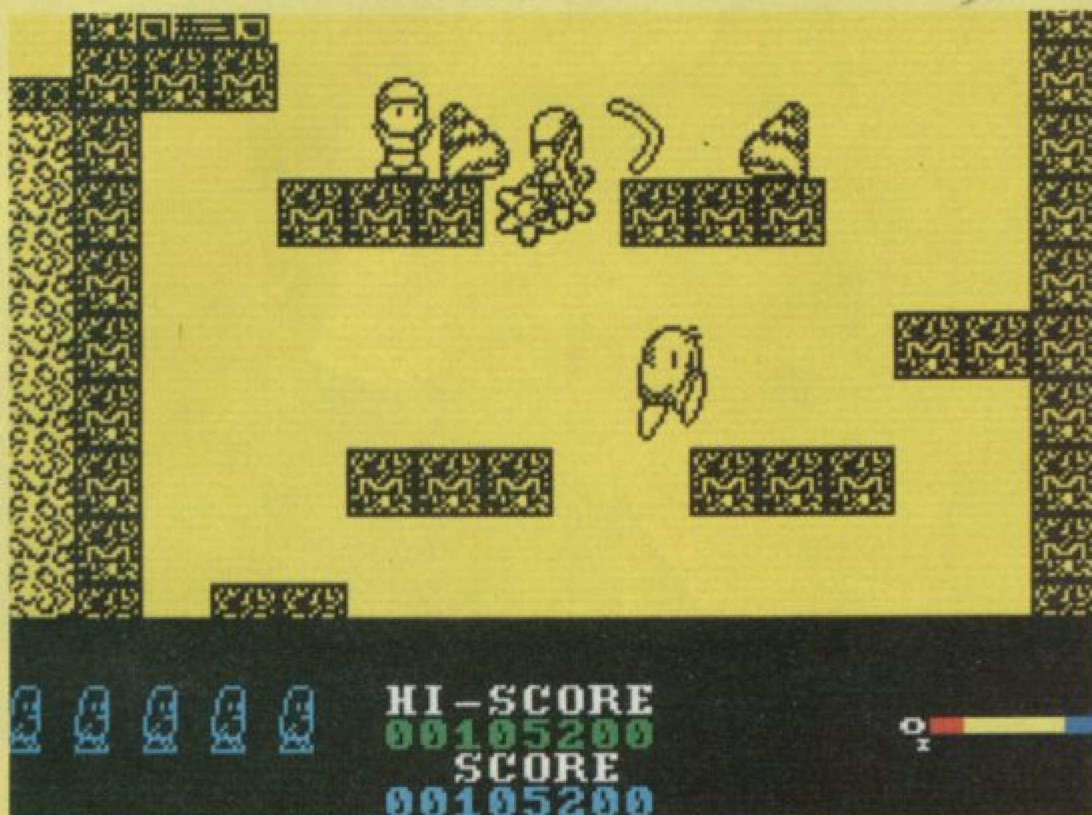
The next neat thing is the structure. Each level is divided up into sub-levels, numbered, 1-1, 1-2, 1-3 and so on, just like in *Super Mario Brothers*. At the end of each, you rescue one of your feathered chums, have a little breather and get ready for the next bit. There are a generous number of lives and you get trillions of goes at each bit. The computer only wacks you right back to the beginning of a level if you've made no progress at all. How nice of it.

What else is great? Well, for a start, there's the sheer complexity of the platform and ladders mazes Joey must cross. Even more so than *Mario*, which was more or less only played on two levels, *The NZ Story* takes you up, down, around and across all sorts of things, with arrows indicating the direction you want to go in when it isn't clear. There are spiked floors and ceilings to avoid, numerous holes to leap and, just before things get repetitive, you are obliged to change your mode of transport, whether it be to don a diver's mask and swim underwater (if you can hold your breath long enough) or to leap aboard a passing balloon,





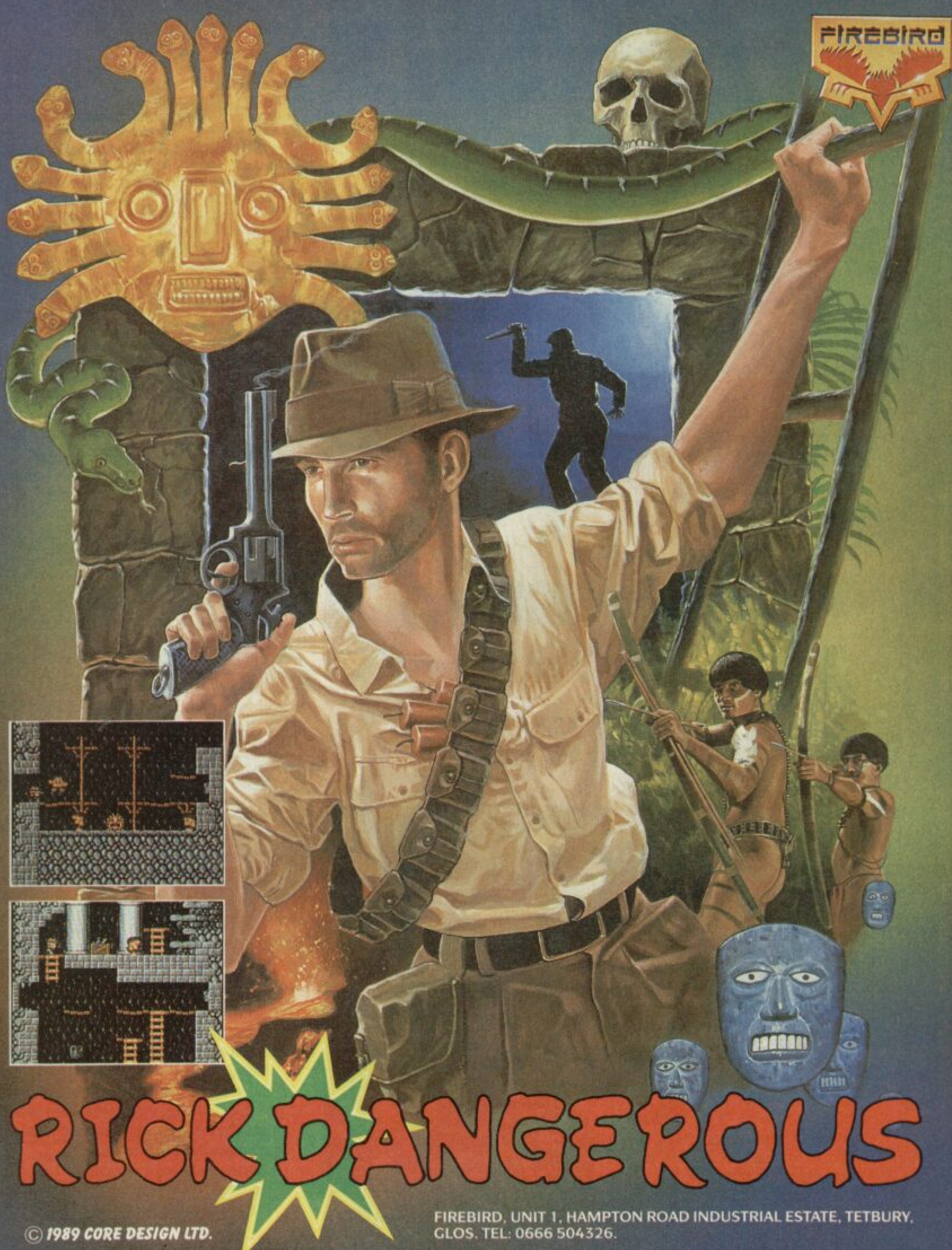
Yikes! It's a great big Ice Whale! (He's the first level guardian, Spec-chums.) Get away from that cute little kiwi, blubber bucket! (Actually, he may be big but he's not very tough. Shoot him enough times and he pops his flukes, though you do have to dodge the ice crystals that he rains down on you.)



Blimey! No wonder little Joey is on the run! From left to right on the top row are the Boomerang Man (his 'weapon' only goes a few feet so you're okay), a shell (it fires the spikey star thing that's dropping down the hole), another Boomerang Man, a boomerang, another shell, and, erm, that's it. Baddies all!

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BACK ISSUES

Suffering from aches and pains, Specchums? Painful twinges, sudden smarts and sleepless nights? We all know the cause. It's down to the fact that you foolishly missed that brill issue with the definitive *YS* Guide To Second-hand Spectrums (or whatever) and your body's suffering from lack of Spectrum fortification. But fear not. Help is at hand. We've got the panacea to cure all ills. It's your very own trouble-shooting guide to these back (issue) blues. Yikes!

Arcadester's Aorta (4)



Cause A lack of fortifying game reviews, hints, tips and features. *Remedy* Issues **1-44** of *YS* for the most definitive full colour reviews, previews, hints, tips and maps of every game ever. Not forgetting the specials on coin-op conversions, sport, telly, film licences and budget houses in issues **9, 13, 15, 17** and **31** for extra relief.

Artist's Eye (5)



Cause Dodgy artistic leanings. *Remedy* Issue **4** for a dose of *Art Studio*, plus issue **8** for a pinch of *Animator* and, of course, issue **14** for a final pick-me-up of *Artist II*.

Hacker's Humerus (6)



Cause Deprivation of important hacking and POKEing information. *Remedy* Issues **1-44** which are stuffed full of hacks and POKEs for trillions and zillions of games. And for a speedy recovery there's the brilliant Smash Tips with hints, tips, POKEs and complete solutions for every game ever in issues **32, 33, 34, 35** and **36**. (Also see Special Remedy.)

Hardware Hunter's Hip (3)



Cause A deficiency of definitive hardware info. *Remedy* Issues **2** and **35** for joystick reviews, issues **4, 10, 19, 35** and **39** for reviews of the 128, +2, +3, Sinclair PC 200 and Sam Coupé, issue **5** for wafadrives, issue **7** for Saga keyboards, issue **16** for a modem special, issues **6, 8, 13** and **14** for hardware round ups, issues **27-44** for *Rage Hard* regulars, issue **43** for a look at the Sinclair Magnum light gun and, for good measure, issue **42** for the *YS* Guide To Buying A Second-hand Spectrum.



Programmer's Patella (7)



Cause Insufficient programming gen. *Remedy* Issues **1-44** for all the programs we've ever printed in *YS*. Plus an extra pick-me-up with issue **11** in the form of a special on *3D Game Maker*.

Musician's Pelvis (2)



Cause Lack of rhythm in the upper torso. *Remedy* Loosen up with the Specdrum review and Wham Music Box special in issue **3**, the Music For Beginners special in issue **7**, Supergroup in **12** and the review of the Cheetah Mk 5 midi keyboard in issue **18**.

Adventurer's Ankle (8)



Cause A shortfall of accurate adventure reviews and news. *Remedy* Issues **1-44** for all the in-depth reviews you are ever likely to need. With extra sustenance in the form of A-Z Tips Guides in issues **11, 15, 33** and **40**, specials on *GAC* and *PAWS* in issues **9, 18, 36** and **43** and the DIY Adventure Guide in **34**.

Bargain Hunter's Bottom (1)



Cause Distinct lack of brilliant free gifts. *Remedy* Issues **1, 17, 22, 24, 25, 29, 30, 31, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43** and **44** for 20 Smash Tapes, all containing fabby complete games. Issues **26** and **41** for the miracle cure of très cool *YS* badges and issues **21** and **40** for the after tonic of super swish *YS* stickers.

Special Remedy



The best cure for those of you who are feeling really clapped out 'cos you've got real hack, POKE and tip troubles is the complete collection of Smash Tips in issues **32, 33, 34, 35** and **36**. Buy the complete collection all at once and you'll also get a brilliant *Smash Tips* binder, worth £2.99, absolutely FREE! Simply tick the *Smash Tips* binder box at the bottom of the coupon when ordering your Back Issues and we'll send you your binder ABSOLUTELY FREE!

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☐ 8 Aug '86	☐ 25 Jan '88**	☐ 37 Jan '89**	☐ 44 Aug '89**
☐ 9 Sep '86	☐ 26 Feb '88#		
☐ 13 Jan '87	☐ 27 Mar '88		
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YS COMPO!

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At *YS*, we never titan up on our fab prize budget!!



Hey, Man! Guess What You Can Win, Man?!
Only a Sony Discman, man! And it's splendiferous. Say you're into a bit of classical, right?! You slip in your Mozart concerto disc, put on your headphones and away you go. Sound quality so good you go drifting in and out of the tinkling ivories! Oops! Watch out for that piano wire! Alright, what about something more contemporary? In goes the Neneh Cherry disc. Coo! Neneh's voice sounds so close and life-like you could almost be sitting on her lap! Phwoarh! *(Stop it! Ed)* Hi-tech buffs may want to check this out – LCD



ILLUSTRATION BY NICK DAVIES

display for track number, repeat function, AMS search, 3" CD compatible, headphones and carry strap! It's mega!! And *YS*, in conjunction with our mateys from Titus, is offering one lucky Spec-chum the chance to be the proud owner of this state of the art audio equipment! Ten fortunate readers who miss out on this titan prize won't be disappointed though, 'cos they'll each get one copy of *Titan* itself! Yeee-hah!!

Win!! A Marvellous Sony Discman! Win!! Ten Copies Of *Titan*!
Here comes a titan of a compo prize to celebrate the release of a titan of a game! (The Titans, in Greek mythology, were a bunch of primordial gods, who were well hard!) The game? It's called *Titan* and it's from Titus. Confused? You will be! It's already on the 16 bit formats and has been very well received in that department. So, what's it all about? Well, if I start by mentioning that Titus is a French software house then you'll immediately twig that you're in for something really weird!! The scenario involves a deadly game set in the future. Bliminey! You have to guide this powerball thing across 80 (count 'em! 80!) levels, each an immense and synthetic world. It's fast, it's colourful and it's funky! Get down! (Talking of which...)

Yeah, Yeah, Groovy, But What Do We Have To Do?
It's easier than shooting carp in a small wooden recepticle, by Jingo! Put on your thinking head and study the illustration on this 'ere page. See those three Titans on the tube listening to their Sony Discpersons? Well, all we want you to do is to tell us which Titan is listening to which of the three tunes listed on the coupon. Yeah, yeah, get on up, then get down... your answers on the coupon and stick it to a copy of Plato's *Republic*, or a postcard, and mail it to Disk's A Really Titan Groovy Tune, But Da Words're All Greek To Me, Man Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. And remember, the closing date for this one is 30th September 1989.

It is my considered opinion that Titan No.______ is grooving to *Put Your Hand On Your Heart* by Koilee, Titan No.______ is listening to *Move Closer* copied by Tom Jones, and Titan No.______ is checking out the splendid *Hold My Hand Very Tightly (Very Tightly)* by Whistlin' Rick Wilson.

In the event of a tie, complete the following question. Which is the best Spec mag in the universe?

....

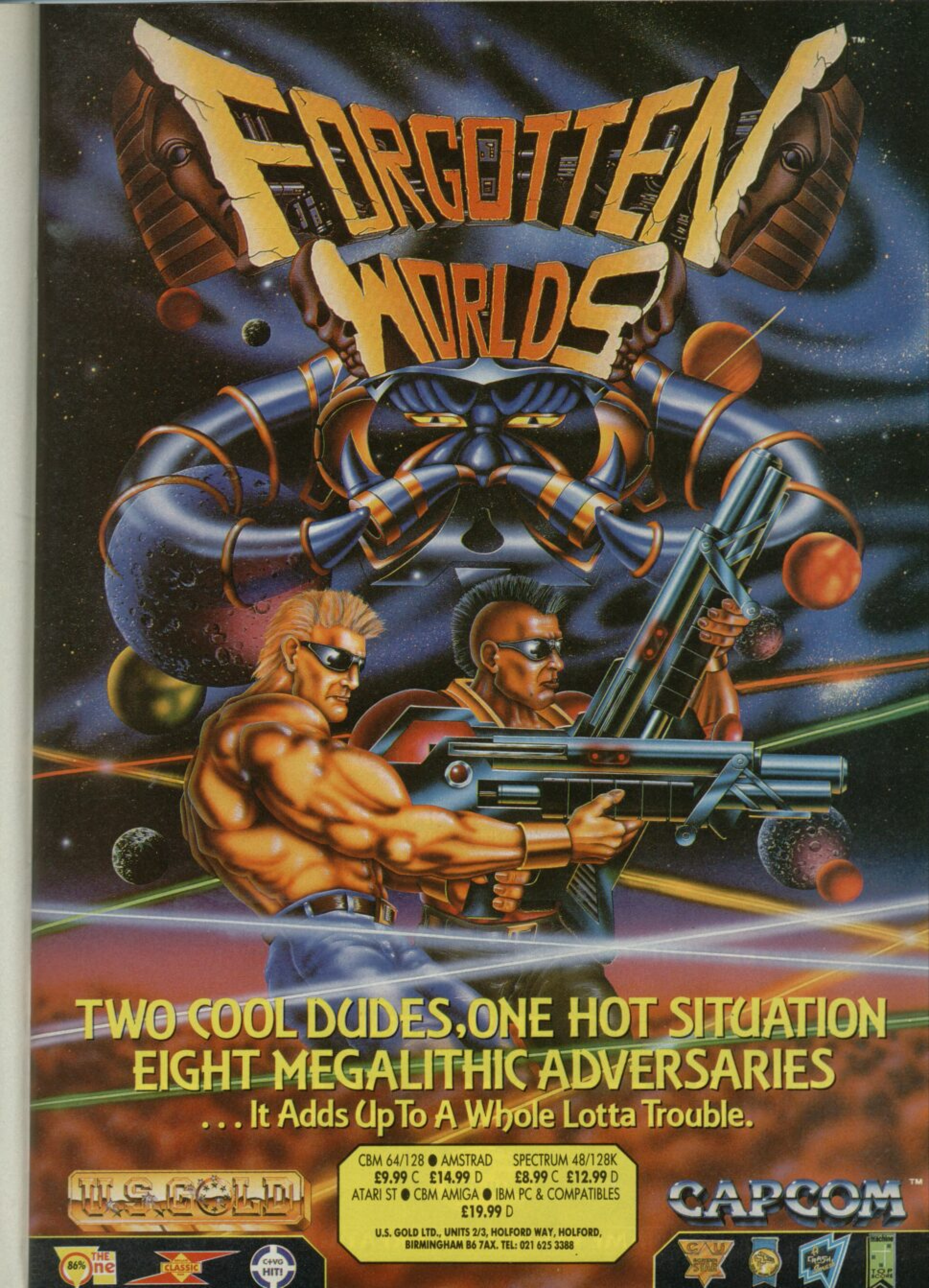
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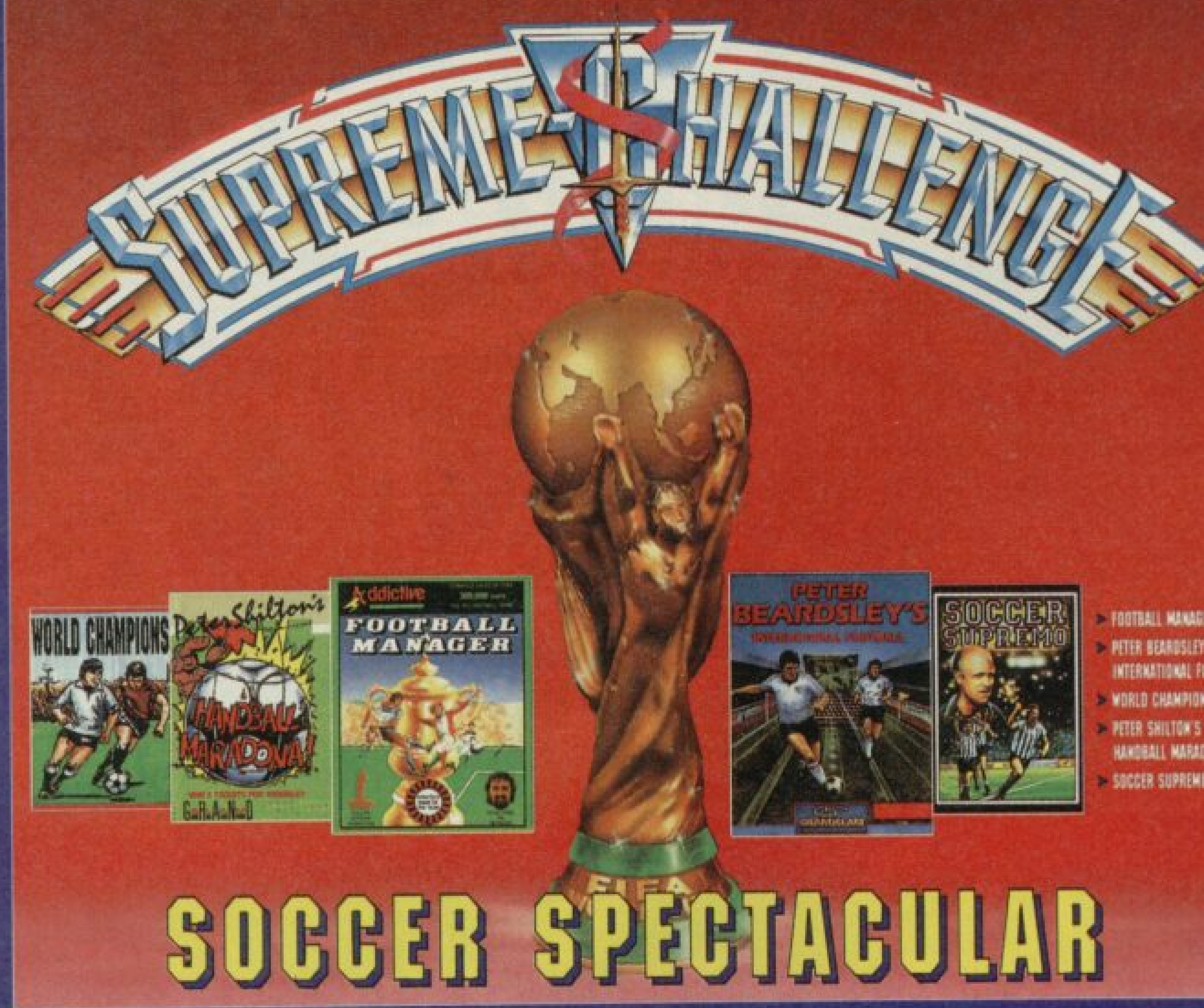
RULES
- Any employees of Dennis or Titus who have the 'greek' to enter this compo will be dressed in togas and made to recite Plato's *Apology*.
- All entries received after 30th September 1989 will be immoedipusly chucked in the bin.
- Don't cross swords with Agamemnon Matt – his decision's final.



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THE NAME BEHIND THE GREAT GAMES

HINTS 'N' TIPS

YS TIPSHOP



Oh no! Is it a mad axeman wearing a Fright Night mask? Is it Norman Bates wrapped in a shower curtain? No, it's only Phil Snout with heaps of your hints and topping tips. Put those knives away, Snouty.

Ha ha ha ha ha har... Snicker snicker. Are you ready for Freddy? Yes, it's *Nightmare On Rathbone Place,* starring Matt, the Ed, as Freddy Krueger and T'zer, the Publisher, as the helpless dame in a flimsy nightshirt, wandering around a dark house at midnight. She creeps into a room with a rocking chair, and (lightning flash) it rocks! Gasp! She flees but as she turns Freddy fills the doorway and flicks his metal fingers under her white throat. He opens his ghastly mouth and says... "Would you like a cup of coffee before the production meeting, T'zer? Oh, and by the way, chucky, Snouty phoned and says can you call him back? Ta, lovey." (*Very funny, Snout. See me after. Ed*)

Phew. I'm glad that was just a dream. No, Matt isn't really Freddy, but I wish he'd get his nails trimmed. He pointed out a bit of shaving foam on my chin the other day and pierced both my ears! Anyroadup, here we are again for another dark and lonely Tipshop. As you can see I'm speaking from this old dark house on the top of Rathbone Hill. It's the middle of the night and the only sounds are the clacking of my typewriter and the chattering of my teeth. So, on wiv the tips.

Navy Moves

I do like these Dinamic games, don't you? So much to get into. I know it's an obvious formula, but it's so good why change it? (Creak.) What was that? Phew, just a floorboard. I thought it was a teenage prom queen coming to cut my liver out with a garlic press... What was I saying? Oh yes. *Navy Moves.* Over to you, **Mark Winterton.**

"I have found out how to complete Level One of *Navy Moves.* Hold down the pause and jump keys. This makes the game run slower! Keep them held down and just use the forward and backward keys to finish the level. Please, please, please, (snip!) print this as I would love an 'I've Got Big Tips' badge."

You would eh? (Rustle, tuck, staple.) There you go, I just put one in a Jiffy bag for you. How's that for service? Hang on... did you hear something just then? Oh, it's probably just a rat or something. Next letter...

Blasteroids

Now, I don't know about you but the first game I ever really got addicted to, in a little arcade down the road in Watford, was *Asteroids.* I spent many a day sitting in that café, sipping tins of Coke and making my eyes go funny watching those cheezy old vector graphics. And so you can imagine what a blast from the past *Blasteroids* was. **I Bulstrode** liked it as well, it seems, as he/she/it has sent me a whole *pile* of tips for it.

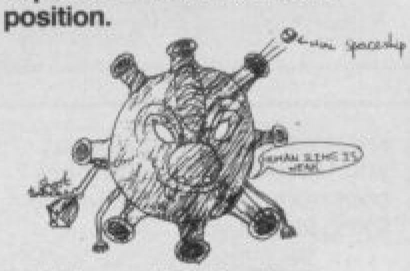
"Sure have, bro, so here we go...

Icons

- **Jet Thruster — This enables the fighter to razz around as fast as the speeder ship. Permanent.**
- **Energy Magnet — This sucks any energy crystals towards your ship. Permanent.**
- **Ripstar — This spins the ship and shoots a burst when activated.**
- **Extra Shot Power — Temporary.**
- **Cloak — This stops guided baddies from going after you. Permanent.**
- **Shield — This gives you seven units of shield power.**
- **Double Shot — Temporary.**
- **Double Energy Capacity — Permanent.**

Enemies

- **Purple Asteroids — These contain energy crystals.**
- **Flying Saucer — Watch out, it shoots at you.**
- **Cargo Ship — This picks up any weapon icons lying around and then attacks you.**
- **Flying Gun — Spins rapidly to protect itself. The round half is armoured, so shoot at barrel.**
- **Flying Plasma Cannon — It's fast and shoots energy draining plasma bolts at you. Avoid it.**
- **Flying Turtle — He's guided and well armoured.**
- **Egg — Don't shoot it as it releases energy-sapping leeches.**
- **Seekers — When shot, they fly at you very fast in a kamikaze fashion.**
- **Popcorn — When shot, it expands and stands in one position.**



- **Mukor — He's dead easy. Position yourself on any of the walls. Half way through, facing Mukor, change to Warrior (Big) mode and blast off his holes. When he's dead he'll leave you extra shot power, extra energy capacity and a Ripstar.**

General Tips

Play in two player mode. Don't waste fuel by flying around everywhere. Don't join together. Fighter is the best mode. Don't shoot purple asteroids if you have full energy or else you'll waste the crystals. If you are in Big mode and are blasted backwards, turn into Speeder mode and turn round and thrust, as the jets are more powerful. Use Big mode to break up large amounts of asteroids, then use Fighter to destroy small asteroids."

Gee, thanx. I bet you drink Carling Black Label shandy! All this talk of *Asteroids* makes me all misty and nostalgic. Snif... BWAAAAAAAHHHHHH!!!!

Subway Vigilante

Ninjas, Street Fighters, Renegades, Mutant Ninja Turtles... let's face it, bub, if the dirty rogue wears a headband and kicks you under the nose whilst standing 45° behind you, you just love him for it, dontcha? And guess what I get the most tips and hints for? Yup, beat 'em ups. I don't mind. I've been a ninja fan for years. And so has my mate and Tippy regular **Philip McCardle.** Haven't you, Phil?

"Yes I have, and to prove it (creak)... What was that?" Er, just ignore it. It's probably just an escapee from a local mental home lurking outside the door, ready to take out your spleen with a modified hockey stick. Carry on.

"Okay... Just to prove it, then, I've done a graphic tip for *Subway Vigilante.*



- **Skinheads — The main type of enemy. Don't do a flying kick on them or they'll knock you down, unless you time it right.**



- **Punks With Clubs — Don't stand too far away from these or they'll hit you with their long clubs. It's best to stand near them and use the punch.**



- **Spikehead — This is the boss on Level One. He tries to stab**

PRACTICAL POKES

David McCandless ***is back this month with a Speedlock special to, er, scintillate your scintillatable bits. Oo-er.***

Speedlock caused a bit of a revolution in Spectrum-game protection circles when it first reared its ugly head a few misty years ago. Hackers from the North, South, East *and* West were baffled and spent many a yonk pulling out their beards and gnashing their teeth.

It was the first system to use self-modifying encrypting code. In English that means the Machine Code was made purposely unintelligible so it made no sense whatsoever when disassembled. Only a special 'decrypter' program could change the garbage back into proper workable Machine Code.

But, as you know, hackers are an adaptable breed, survival of the fittest and all that, and the system was eventually cracked (in *YS* first I might add) with much gleeful cackling and rubbing of hands. But the pats on the back didn't last long — only until Speedlock was resurrected in a much harder form in fact. But again the hackers fought back, and won. Over the following years both opponents fought tooth and nail. Speedlock was reincarnated over and over again, getting more and more cunning, more and more complicated, while the hackers got cleverer and cleverer, younger and younger...

Names like **Chris Wood**, **ZZKJ** and **Jon North** became legendary. Hackers became a mysterious breed, seeing themselves as strapping six foot knights, battling against the evil fortresses of software protection.

But now another name must be added to the annals. **Graham Mason** (yes, he's back!) has excelled himself with a new generic Speedlock program. It will hack *any* Speedlock game of the last 12 months. And what's more, it's here! Now! At your fingertips!

METHOD

Because the program to accompany the POKEs is so fabulously large it's been put on this month's Cover Tape. All you have to do is type in the small Basic program (labelled 'Basic program' no less) and then tag on the data statement for the game you want POKEd.

Graham has assured me that this program is almost completely fool-proof. Only one prob though — because he has not been able to check all the POKEs, the program could be only about 80% efficient. Some hacks might not work. But c'est la vie, as the Germans say.

BASIC PROGRAM

```
 10 REM AMAZING SPEEDLOCK HACK
ER
 20 REM BY GRAHAM MASON
 30 CLEAR 49999
 40 PRINT "INSERT COVER TAPE"
 50 LOAD "speed"CODE
 60 CLS : PRINT "STOP TAPE"
 70 FOR i=49505 TO 49509: REA
D a: POKE i,a: NEXT i
 80 CLS : PRINT "INSERT GAME T
APE"
 90 RANDOMIZE USR 49000
100 REM INSERT DATA LINE HERE
```

POKES

Add on the following data statements as LINE 200 to the Basic program above.

```
100 REM FREDDY HARDEST PART 1 PO
KES
110 DATA 62,183,50,11,250

100 REM FREDDY HARDEST PART 2 PO
KES
110 DATA 62,183,50,167,240

100 REM RENEGADE 48K POKES
110 DATA 62,195,50,88,160

100 REM RENEGADE 128K POKES
110 DATA 62,195,50,19,153

100 REM WIZBALL POKES
110 DATA 62,0,50,188,144

100 REM GAME OVER II PART 1 POKE
S
110 DATA 62,255,50,150,190

100 REM GAME OVER II PART 2 POKE
S
110 DATA 62,0,50,49,151

100 REM COMBAT SCHOOL POKES
110 DATA 62,0,50,224,144

100 REM DAN DARE II POKES
110 DATA 62,0,50,62,220

100 REM ARKANOID 2 48K POKES
110 DATA 62,0,50,107,146

100 REM ARKANOID 2 128K POKES
110 DATA 62,0,50,210,146

100 REM FIREFLY POKES
110 DATA 62,183,50,141,177

100 REM ROLLING THUNDER POKES
110 DATA 62,0,50,112,155

100 REM MEGA-APOCALYSPE POKES
110 DATA 62,0,50,206,102

100 REM OPERATION WOLF 128K POKE
S
110 DATA 62,0,50,136,159

100 REM GUTZ POKES
110 DATA 62,62,50,3,152

100 REM RASTAN POKES
110 DATA 62,5,50,77,157

100 REM RASTAN 128K POKES
110 DATA 62,62,50,148,156

100 REM TARGET RENEGADE POKES
110 DATA 62,0,50,192,249

100 REM GRYZOR POKES
110 DATA 62,0,50,103,136

100 REM PSYCHO SOLDIER POKES
110 DATA 62,0,50,103,159

100 REM BRIDE OF FRANKNSTEIN POK
ES
110 DATA 62,201,50,28,158

100 REM TRIAXOS POKES
110 DATA 62,0,50,4,120

100 REM MAG MAX POKES
110 DATA 62,0,50,107,228

100 REM OUTRUN POKES
110 DATA 62,0,50,175,158

100 REM ARKANOID POKES
110 DATA 62,0,50,168,131

100 REM LAST NINJA 2 POKES
110 DATA 62,198,50,226,142

100 REM VINDICATOR 1 POKES
110 DATA 62,0,50,168,130

100 REM VINDICATOR PART 2 POKES
110 DATA 62,0,50,91,133

100 REM VINDICATOR PART 3 POKES
110 DATA 62,0,50,60,134
```

SCROLLING CREDITS

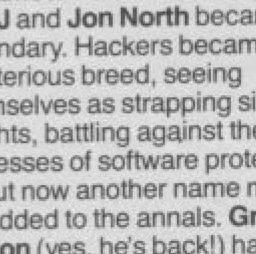
More names to add to the list of heroic (but tardy) hackers — **P Norster**, **Gonzo**, **Martin** and **Nadine Porter**, **Gavin Cassie**, **Shane Wood**, **Ronnie Stirling**, **Bill Travlos**, **S Ford**, **Richard Swann**, **Steve Wylie**, **A O Frederlisen**, **Peter Ternstrom**, **Simon Read**, and **Stu Tomlinson**.

SEE YA!

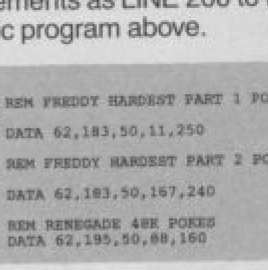
Well, that's it and I hope to bring you something along the same lines real soon. Stay tuned. If you've hacked a game, found any multiface POKEs, or are just plain bored write to David McCandless, Practical POKEs, *YS*, 14 Rathbone Place, London W1P 1DE. Byee!

---

you with his spikey hair-do (must use strong gel!). Don't try to stop him. Just move out of the way, then get close to attack.



• Knife Throwers — These guys lay down a barrage of knives and do flying kicks at you. Just kick or punch them continuously so they can't do a flying kick at you.



• Punk With Machine Gun — He's the boss on Level Two. He fires bullets that look like strands of spaghetti. Fires from a distance, so get close.

General Tips

Make a stand by a pillar so no-one can sneak up on you. Watch out for the Knife Throwers and Machine Gunners when standing next to a pillar, 'cos their weapons pass through the girder. Never have enemies on both sides, because while you're elbowing the one behind you, you'll be having your head mashed in by the one facing you. Never stand in the open 'cos there are too many thugs to deal with."

Thanx Phil, and (creak...) What? Brr... I wish that homicidal midget would come out of the shadows and face it like a man. No, not you Phil. Thanx for the tip.

The Bard's Tale

I have covered this before with maps but this is a groovy tip involving a bit of cheating to boost your chances. I think cheating is a valuable form of strategy, don't you? **Stefan of Shazaar** hast this to bestoweth upon our eyeseth. (Spit.)

"Greetings, O Great Tipster. When thy playeth a magical character, dost thou ever wish to gain a spell advancement and, to thy great consternation, discover that thou hast not enough gold pieces to pay for these new spells? Thou hast? Well, I hath the answer to thy problem. Proceed along the following steps and thou wilt have gold to spend till the end of eternity.

1. Either remove any dead characters from the party, or remove all the characters except for one, using the A-Team provided.
2. Next, fill up your party with new characters. It doesn't matter who they are.
3. Leave the Guild Of Adventurers and view the character who needs the gold or who will carry it. Use the 'pool gold' option, and they will take the gold off any new characters.
4. Re-enter the Guild, remove the newly added characters and create more. Repeat step three. Since every time a new character is created it gets 100 to 200 gold pieces, you can build up your gold bank to whatever you want!

The main advantage of this is that thy needeth not fight orks, gnomes, barbarians and so on in order to get gold. Unfortunately, you still need to fight to get experience points. If you use option one, all you have to do is save the character and merge him into any party in dire need of gold. May the gods smile on you and your children."

Listen, there's no need to go all mushy on me! Thanx for the tip anyway, and let that be the last bardic missive we see in the shop, hmm? So watch it, or I'll come round and tie your codpiece in a knot. (Hehehe.)

DR. BERKMANN'S CLINIC

Right, where were we?

TECHNICIAN TED

Oh yes. My own personal plea in *YS* 42 for help on this most ripping of recent re-releases has prompted a veritable torrent of letters from loyal Clinicians. Well, three letters at least, and all are very helpful. Needless to say, I've been doing it all completely wrong — the Silicon Slice Store is *not* the first room in which you have to hit the two flashing boxes, which is probably why I was having difficulty doing so. **Richard Swann** writes, "First, go R, R, R, U and L to Ted's Desk. Hit the two boxes in here, then go L and D. Now go to the Silicon Slice Store, hit the red tape and go up. Fall down the hole on the left. Now a platform appears where the mid-air box is. It's then a cinch to hit the box. Go U, L, L, D, R, R, L, D, L and L to the Slice Diffusion Furnace. Time your jumps just right and hit the boxes as quick as you can. From then on, though, it's no go for me. Anyone else offer some help?"

Well, by amazing coincidence, both **Claire Watson** and **Alan Simpson** have a full list of rooms to visit, in order. Here they are, with the times before which each task must be completed.

1) Ted's Desk	8.56am
2) Silicon Slice Store	9.09am
3) Slice Diffusion Furnace	9.27am
4) Fuming Cupboard	9.58am
5) Clean Room	10.07am
6) Silicon Etching Plant	10.22am
7) Canteen	10.40am
8) Photocopier	11.12am
9) Boardroom	11.25am
10) Slice Surface Abrasion	11.56am

Actually that's just the top ten, but I'll give you the other 11 (yes, 11) next month.

It's one snotgobbler of a hard game, *Tecky Ted*, but a reet cracker. Thanks to everyone who helped.

SPOT THE CLOT

No, not a game, just a reference to my own, almost sublime clottishness. Last month I mentioned one **Gareth Pitchford**, the Ellesmere Port Elf, our latest Good Egg to volunteer hints and tips on a variety of games, from *Star Raiders II* to *Wizball* (check last month for a full list). But did I include his address? Ha ha ha ha (squirm). So write to the Elf at 45 Underwood Drive, Whitby, Ellesmere Port, South Wirral L65 9BH for help on those games, and remember to include an sae.

HACKER

Another Good Egg, **Ken Green**, wanted a helping hand with this now unbelievably old Activision game, and **Chris Lees** has leapt to his rescue (CRASH!)... well, maybe strolling gently to his rescue would have been more sensible under the circumstances. Ken kept getting in trouble when the satellites were alerted, so here are some Security Codes which should help you out.

Code 1 — Magma, Ltd.
Code 2 — Axd-0310479
Code 3 — Hydraulic
Code 4 — Australia

Don't forget the punctuation — it needs to be just right to work. Chris also says, "Avoid Australia when using SRU." Or, at least, I assume he means don't go swimming off the coast during the shark season. AAAAGH! (Chomp!)

DRACONUS

Thanks to **Richard Gutz Crossman** and **Jonathan Minton** for their help in solving **Lee Hall**'s nasty snag. To turn into a Draconewt, Lee, you need to go right to the end of the morph slab, pull down the joystick to the left, and bingo. I don't understand — isn't that what you said you were doing...?

ZZZZZZ

Wake up at the back there! Now, **Steven Bailey** it was who wrote begging tips for this oldster, and **Lee Theasby** has done the decent thing. Seems a bit rash, when all he had to do was send me the answers. Still, never mind, 'cos here they are, in fabulous, living black-and-white!

Q: Where do you fill the water pistol and what is it used for?
A: Fill it at the well and use it for getting rid of Billy The Kid in the nursery.
Q: What does the voice in the telephone box mean when it says "going up"?
A: It means you're going up into the mansion house.
Q: What are the baton and the bucket used for?
A: The baton's for conducting the orchestra near the end of the game. Use the bucket to get water out of the well.
Q: What do you do with the cheese?
A: Eat it near the end of the game.

Great stuff, Lee — merci beaucoups, old turtle.

TREASURE ISLAND DIZZY

Stephen Bailey didn't, of course, just write in for the whole solution to *Zzzzzz* — he wanted the new *Dizzy* game as well. Loadsareaders have written in about this one — not surprisingly, as the game's been tipped to pieces in every mag including this one. But just in case you're still stuck, Steve, here are those knotty gamesnags unravelled before your very eyes...

Q: How do you blow up the rocks in the mine?
A: You'll need the dynamite for that — and finding that is a long story...
Q: Where do you dig with the salt water spade?
A: When you've picked it up, swim as far right as you can. Now, see that little rock moving up and down? Drop the spade on top of it — and watch what happens!
Q: How do you open the tomb?
A: You'll need the woodcutter's axe for that, and the bible.
Q: What is the sharp glass sword used for?
A: Soon after you've used the salt water spade, you'll come across a gravestone next to a tree. Try dropping the sword on that, just for a giggle...
Q: Well, what about this blooming dynamite then?
A: Don't worry, you'll have found that by now...

Thanks to **Karl Stokes**, **Adrian Parker** and **Andrew Littler** for all their help.

FOOTBALL DIRECTOR II

Yes, at last, the tips have started arriving. Tons of people have written in for help on this oh-so-tricky follow-up to everyone's fave management sim, and I'll be dropping in some regular hints over the next few issues. Here's **Peter Lee**.

1) Always have two scouts, a coach and a physio. Use the coach for the youth team — promote him when it's over 60%.
2) When negotiating a new contract, go to Offers to see which clubs come in for you.
3) Sometimes the 'let AI = 500000' POKE works, but don't bet on it.
4) Don't sell when shares are £8 or below.
5) Always sell players when they are 29 or over, and try not to buy anyone 29 or over.
6) Try a 3-4-3 formation, and when you score bring on a defender.
7) Suggested ticket prices can be Div 4 — £3; Div 3 — £4; Div 2 — £4.50 and Div 1 — £5.50.
8) Always accept transfer requests.
9) Don't ask the directors for any money.

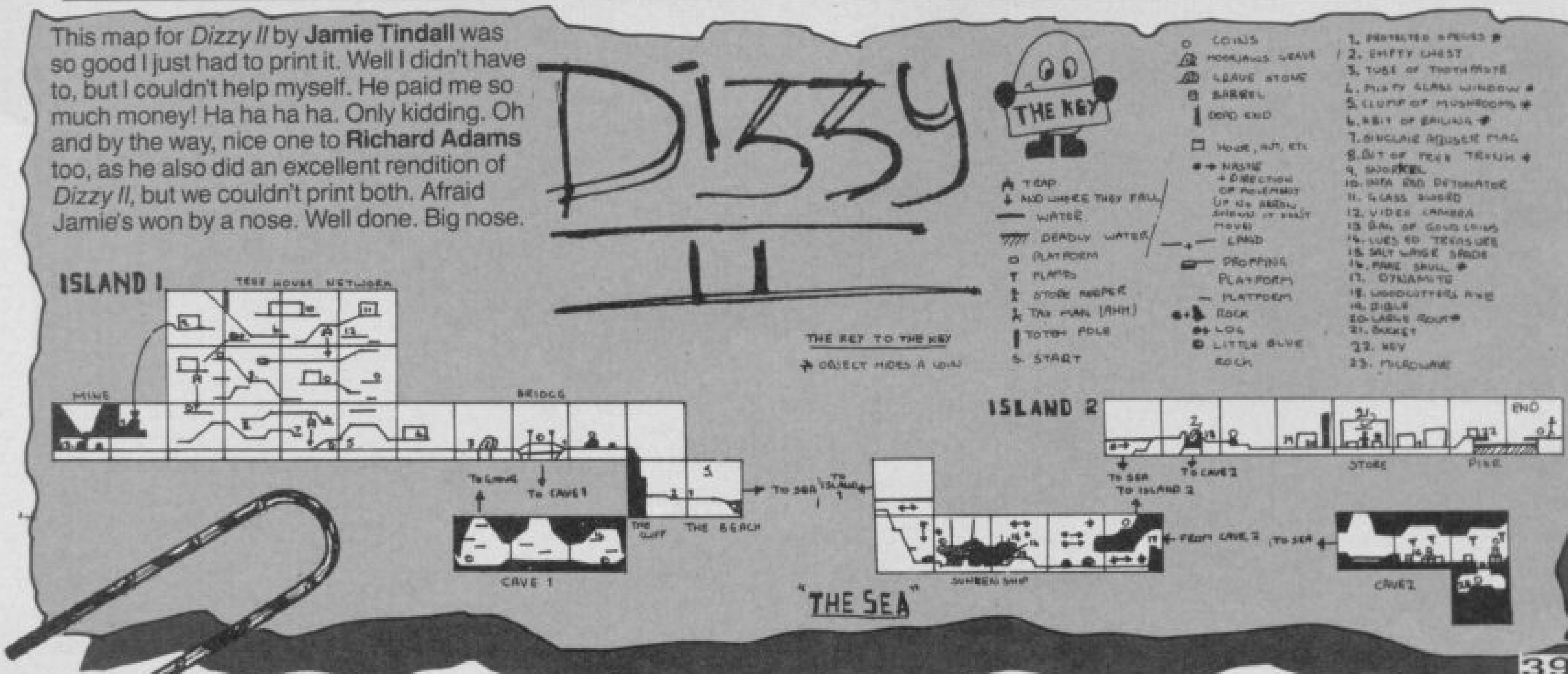
Any more ideas? And if you don't agree with Peter, I'd like to know.

HAYLP

Next **Andy Robbins** asks, "Can someone please tell me how to set explosives, dissipate red dust through the air purification plant and escape using the craft in *V*?" **Jonathan Minton** asks, "In *Ninja Master* I can't get the strength to chop up the wood in time. And in *Masters Of The Universe*, how do you get the last object?"

Search me, guvnor — but someone might know. If you've got the answers to these questions, or you yourself are beset by gamesnags, write to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a fresh rubbery Tipshop badgette.

This map for *Dizzy II* by **Jamie Tindall** was so good I just had to print it. Well I didn't have to, but I couldn't help myself. He paid me so much money! Ha ha ha ha. Only kidding. Oh and by the way, nice one to **Richard Adams** too, as he also did an excellent rendition of *Dizzy II*, but we couldn't print both. Afraid Jamie's won by a nose. Well done. Big nose.



Mummies and robots… tsk! I dunno, what is the gaming world coming to? These jolly old ninja types are biffing any old scrotes through time and space. Still, you like it don't you? As do **Chris Delahunty**, **Martin Burrell**, **Gordon 'Sharpy' Sharp**, **Neil Davey** and **Richard Davey** (no relation). I know these blokes are really 'hep' to the *Renegade* jive, 'cos they have sent me a pile of tips that would make a blue whale clear its throat. So here we go.

TIP O' THE MONTH

Renegade III The Final Chapter

General Tips

The low punch is easily the best attack, so use it. On each level there are two clearings. In these you will be attacked by two groups of six creatures. Watch out for the dudes that come from the left as they're harder to hit. Kick 'em in the back to kill them right away. When you finish a level stand near the top of the screen so the time machine gets to you quick. Don't provoke an attack. Many enemies won't bother you unless you attack them. If an enemy challenges you, zig-zag across the screen until you reach the clearings. To get through clearings, duck and punch left and right until you're through. This usually works. Don't waste time trying to destroy rock throwers, birds and UFOs as they can't be destroyed. Don't let cavemen or mummies get too close or they take a chunk of memory. The keyboard is easier to use than the joystick.

Level One

Easy. It is a bit tight for a time though, so keep moving. Watch out for the dudes with the logs. Avoid tiny dinos by jumping over them or ducking and punching their brains out.



• Caveman — Crouch and punch if you must.
• Birds — Avoid their eggs.
• Dinosaur — Fly kick them.
• Baby Dino — Jump over him.
• Monster Neanderthal — Avoid his rocks.

Level Two

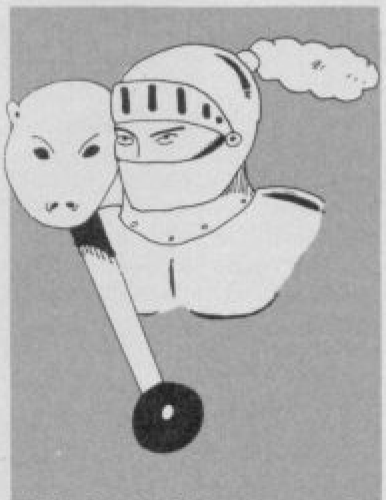
Keep moving or you'll be splurged. Watch out for the drops as they hurt. The little mummies are deadly so give 'em a good kicking. This is longer than Level One and every other level gets bigger.



• Small Mummy — Duck and punch these.
• Acid drops — These fall from the roof. Avoid them!
• Dog Faced Statues — Either crouch, punch or avoid them.

Level Three

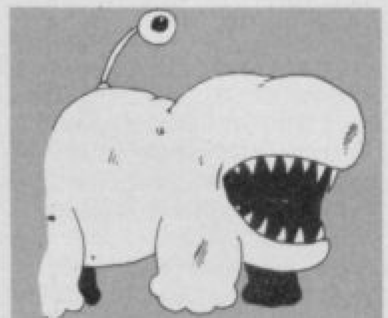
The knights on their horses are well 'ard. The only safe way to hit them is with a low punch. The jesters are pretty naff, but the normal knights are mean. This level is tough, so keep your cool.



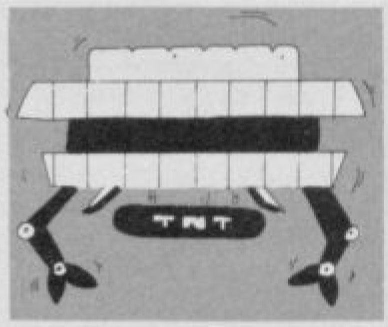
• Knights In Shiny Armour On Horses — Fly kick these.
• Jesters — Crouch punch them. It's easy.
• Swordsman — Crouch punch these, but watch yourself on that sword.
• Dragon — It breathes fire, but one punch will kill it.

Level Four

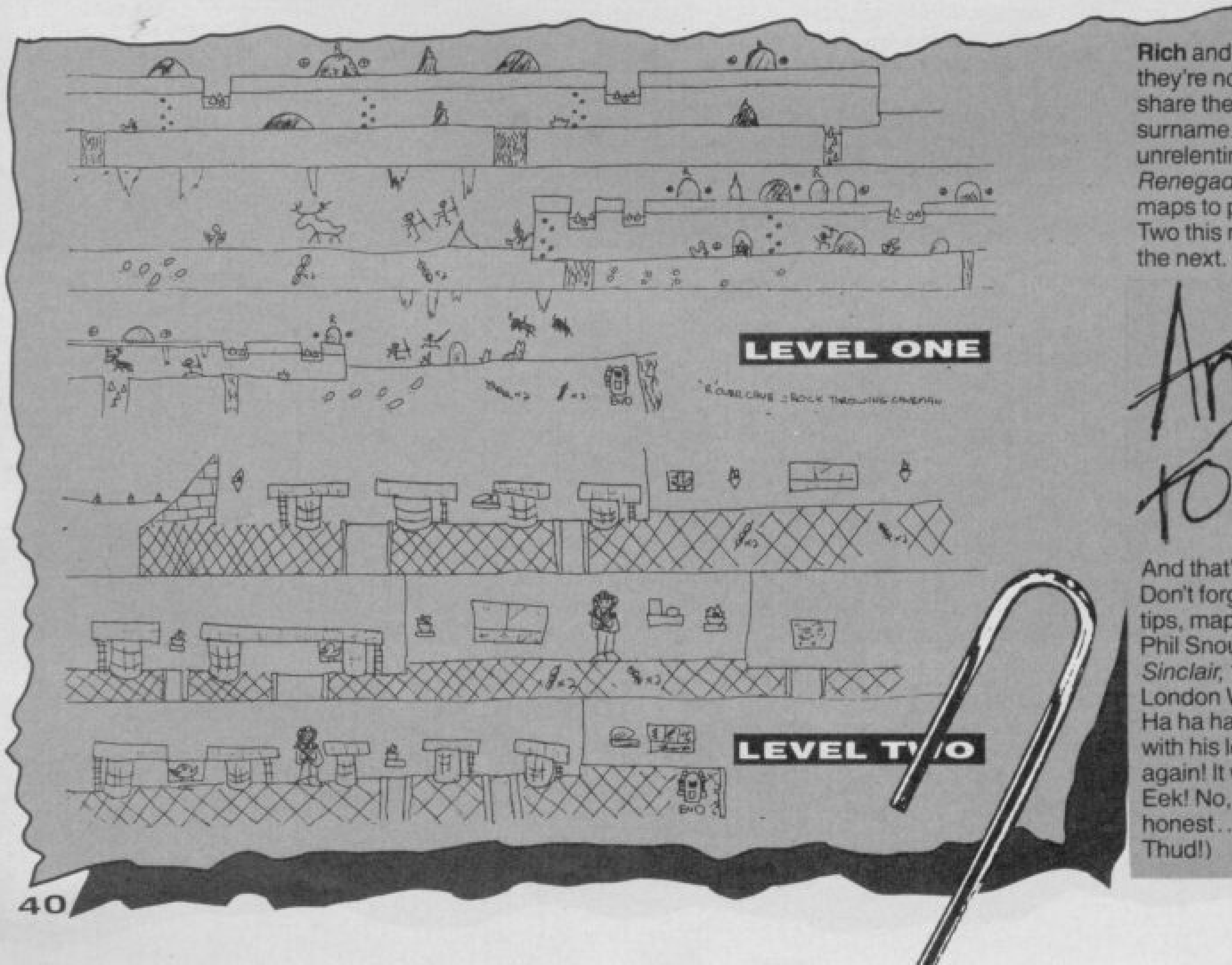
In this level there are three clearings! This means that you will need to speed along and kill quickly. Use low punches for everything.



• Dogeees — Punch dem in da face. Eurgh!
• Armed Aliens — Run around behind and punch them in the back.
• Robots — Same for Armed Aliens.
• Robots On Tracks — Just jump them.



• UFOs — Avoid the bombs.



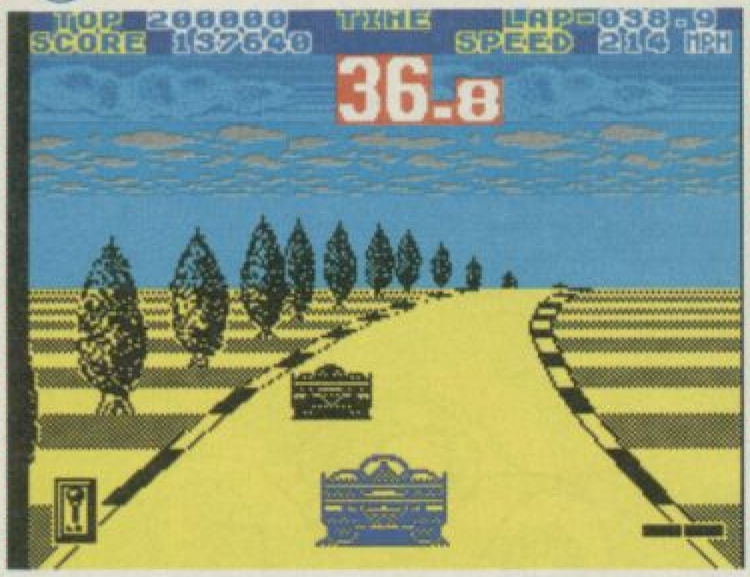
Rich and **Neil Davey** tell me they're not brothers, they just share the same (swooning) surname. Well, that and an unrelenting addiction to *Renegade III*. And here are their maps to prove it. Levels One and Two this month, Three and Four the next. Cheers, dears.

And so to Death…

And that's all we have time for. Don't forget, send all your hints, tips, maps and severed heads to Phil Snouty, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. (Creak! Ha ha ha ha) Oh no! It's the Ed with his long metal fingernails again! It was him all the time… Eek! No, I didn't mean to… honest… (Slash! Squelch! Thud!)

driving simulation

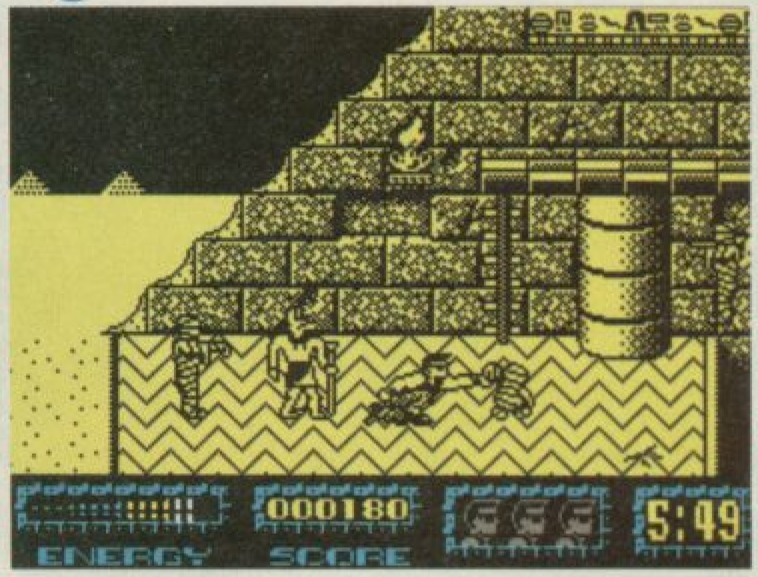
NOURISHING TIPS



WEC Le Mans

arcade adventure

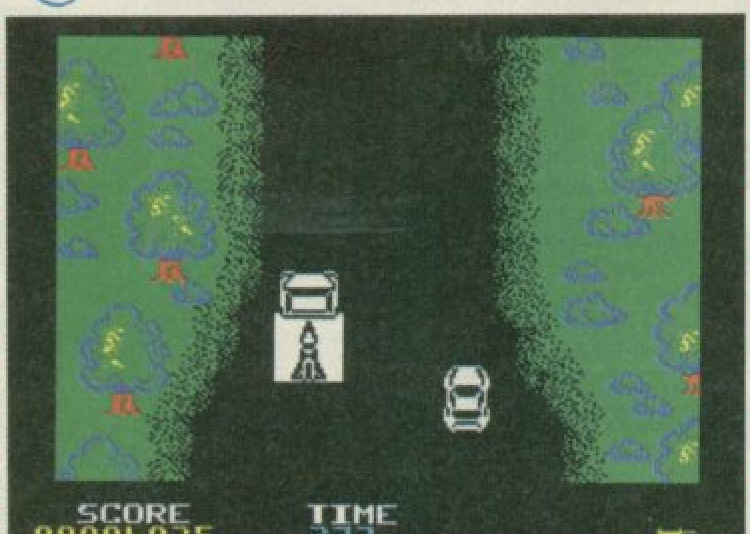
NOURISHING TIPS



Renegade III

arcade adventure

NOURISHING TIPS



Spy Hunter

arcade adventure

NOURISHING TIPS

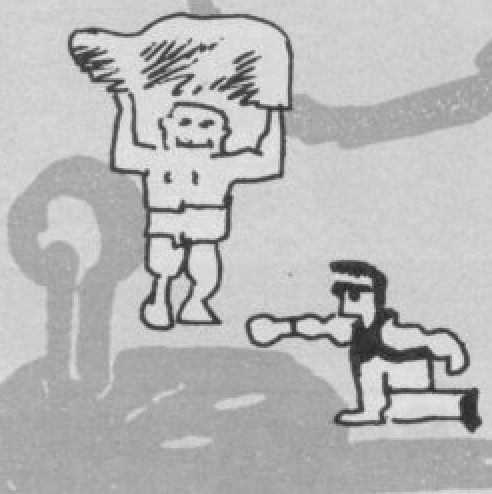


Wanderer

Renegade III

by **Nicky Brown** and **Simon Pearson**

On the menu screen press Q + T at the same time. The screen will go stripey. Then choose controls. On each level press Q + T and you will complete the level. When you're out of energy go to the bottom of the screen and kneel down. If you're kneeling while you're bashing the baddies they can't hit you. Alternatively, go to the top level of the screen and do flying kicks. It seems like you're not hitting anyone, but the baddies at the bottom of the screen are beaten up.



WEC Le Mans

by **Mark Farrow** and **Andrew Thilo**

Don't put the car into hi gear until you reach at least 100 mph.

Keep in hi gear going around corners unless you think you're going to crash.

When approaching a bunch of cars switch to the lo gear wand and wait for a gap.

Don't drive on the grass. If you come off without hitting anything, stop and change to lo gear and turn the car back to the road before accelerating away.

Go flat out on the straights.

After the third corner you reach a hill. When you reach the top of it go as far right as you can and you'll be able to go round it without having to change down at all.



Wanderer

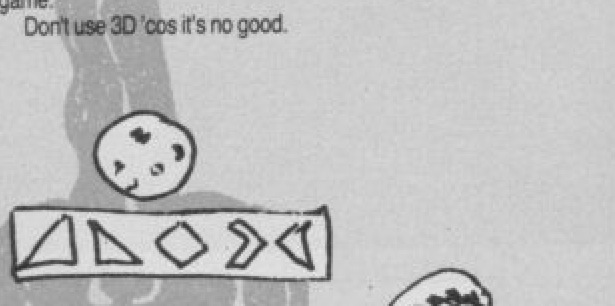
by **Chris Delhunty**

EXCHANGE — This isn't difficult. When you go to a planet, see what symbols they've got. You want the hollow squares so see which planets have these and note their other symbols. Get three or four of one particular symbol. When you trade in the third, get a hollow square, and likewise with the fourth. Next go down two black holes and trade the variable disruptors for hollow squares. You now have four, which you can take down the last black hole and trade to the Vadd.

BLACK HOLES — The one to the north is alright, but the others contain drones which you can't shoot. Always have plenty of shields when you go in.

ABILITY — Shoot everything in space! You need a score of about 5,500 to get ability ten so that you can finish the game.

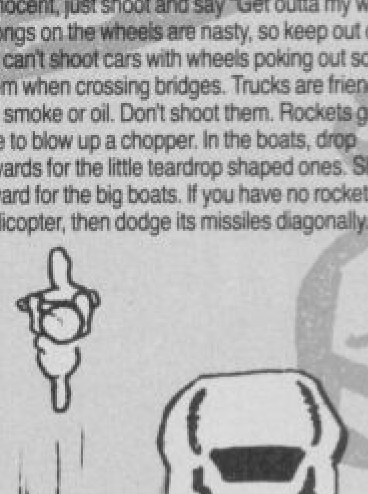
Don't use 3D 'cos it's no good.



Spy Hunter

by **Dale Oxborough** and **Baldiw Kristjansson**

When the van rolls on at the beginning, you roll out of the back. But drive back in again. Why? When you're in the van, speed up by pushing the stick forward. When you get to the bust bridge, get out. The van will go flying into the water. What a shame. The cars are easy, just shoot or dodge. The bikers are innocent, just shoot and say "Get outta my way!" Cars with prongs on the wheels are nasty, so keep out of the way. You can't shoot cars with wheels poking out so watch for them when crossing bridges. Trucks are friendly and give you smoke or oil. Don't shoot them. Rockets give you a chance to blow up a chopper. In the boats, drop mines backwards for the little teardrop shaped ones. Shoot missiles forward for the big boats. If you have no rockets to shoot the helicopter, then dodge its missiles diagonally.




WATCH YOUR SCREEN – SEPTEMBER
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Reviews

AUSTERLITZ 1805

CCS/£12.95 cass

Jonathan ***Austerlitz 1805*** **(as distinct from Austerlitz 1963, which was a different kettle of fish altogether) is a 1:50000ish scale replica of a battle that took place in said year between the Austro-Russian army led by Kutosov (home) and the French under Napoleon (away). The French won originally, thanks largely to Napoleon's expertise and the inefficiency of his opponents, but here's your chance to change all that.**



Austerlitz is another Ken Wright wargame, and is constructed in essentially the same way as all his other stuff. A scrolling window onto the battlefield fills most of the screen and a system of menus is tucked in at the bottom. The units which make up each of the seven divisions under your control (whether you've decided to play Napoleon or Kutosov) are moved by setting targets for them to head for. You can also choose the formation you want them to move in, depending on whether you expect them to get any hassle on the way.

That's all you have to do really on the physical side of things. The rest of it is all down to keeping an eye on the morale and size of each unit. If you try sending a diminished, highly peeved unit into battle they're likely to down tools and head for home. Your best option in this case is either to disband them or amalgamate them with other units.



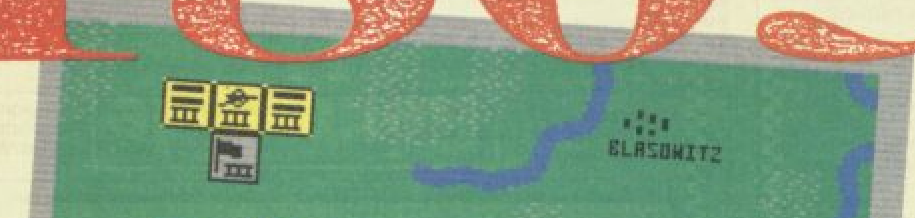
I found my best successes were achieved by trying to split up the enemy and get them to retreat. The only snag then is that your heavy artillery tends to get left behind, being rather sluggish, so when you finally get the baddies cornered you haven't got much to smash them up with.

The only thing that rather disappointed me was the victory condition – simply that one army is reduced to less than 40,000 men. At one point I seemed to have the Russians on the run, with my forces nicely placed to finish them off with the minimum of fuss, when I was told that there had been a decisive Russian victory.

It's hard to say anything else that hasn't been said before. *Austerlitz* is of the same high standard as the rest of the author's material. It's tough to beat (I haven't yet, needless to say) and three skill levels make it suitable for just about anyone (except, apparently, me) once they've worked out what all the little flashing squares and letters mean. Nice one, Ken.



ILLUSTRATIONS BY THOR GOODALL



The gallant fourth brigade stand around a bit and... erm... consult Arthur C Clarke about the very mysterious grey footprints that appear in the landscape of *Austerlitz*!

final verdict

LIFE EXPECTANCY	GRAPHICS
84°	69°
INSTANT APPEAL	**ADDICTIVNESS**
67°	89°

82°

Diagnosis

Dedicated wargamers will lap this one up, and others might do well to try it too.

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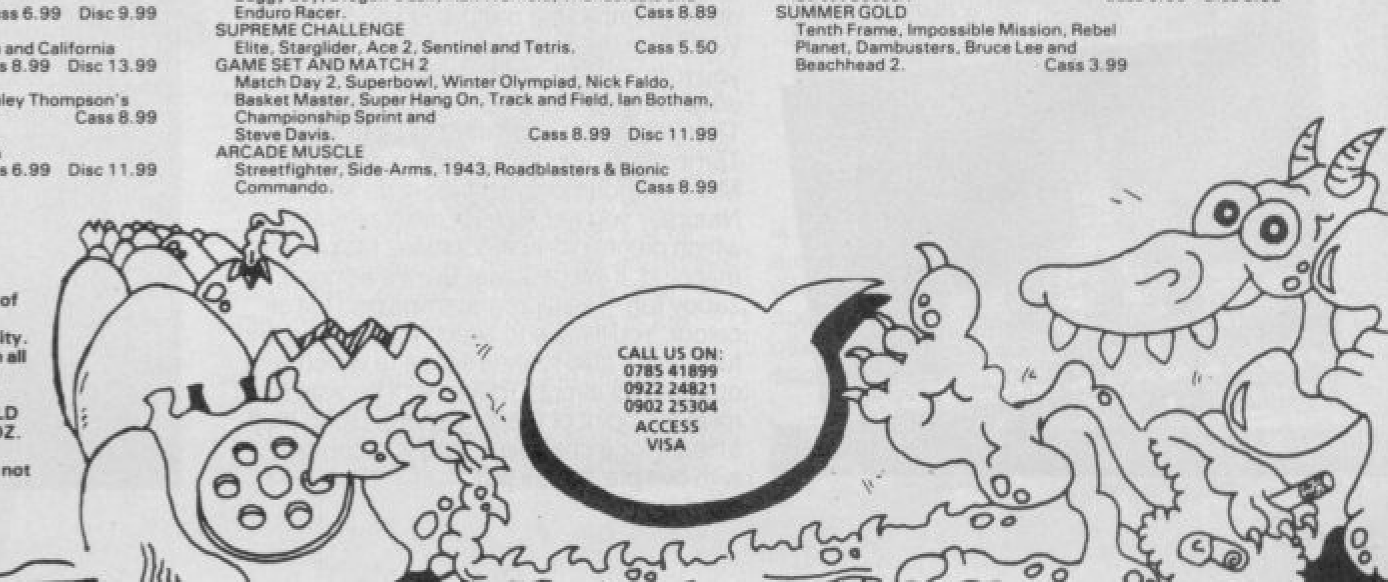
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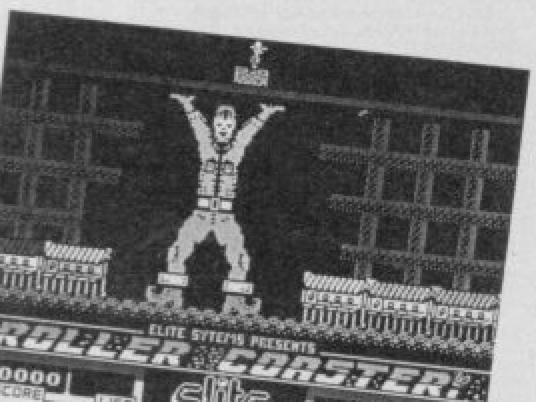
GOING DOWN...

He's chirpy and chatty, he's the chap with the cheapies, he's *Marcus Berkmann*, and he's back with a meaty

BARGAIN BASEMENT

ROLLER COASTER
Encore/£1.99

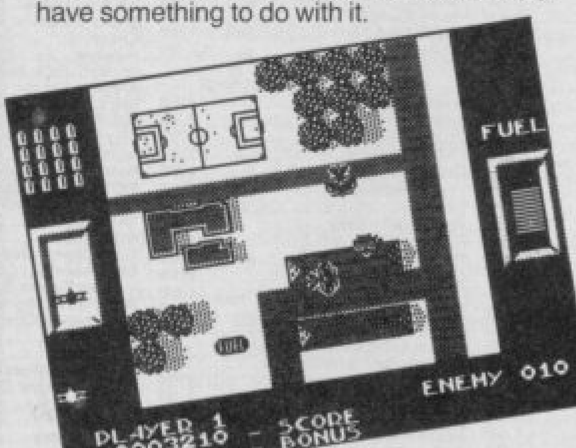
Sometimes I wonder if this page isn't turning into a crap old arcade adventure column.



First *Techy Ted* (which to be fair ain't crap at all), then *Kokotoni Wilf* (which to be fair is megacrap) and now *Roller Coaster*, yet another vintage Elite game that's seeing the light of day again after years in the catacombs. The question is, should it be allowed to? Although much harder and faster than *Wilf* – and a good deal better to look at – it's still a surprisingly uninteresting game. You move from screen to screen and platform to platform, picking up coins that have been left around the fairground, and hopping onto the rides which are all whirring away at top speed. This of course makes it easy to get killed, which is what frequently happens. Unfortunately each screen is so difficult, with the control so precise, that you soon get bored trying to jump from one pixel to another and end up loading something else. This is what I did (twice, I'm afraid). Although it's unquestionably an original treatment, I think we prefer our games a mite easier these days – or at least easier to get into. Still, it's better than *Wilf* (all right, I know that's not saying very much). For platformies who like a challenge (and then some) only.

ARCADE FLIGHT SIMULATOR
Code Masters/£2.99

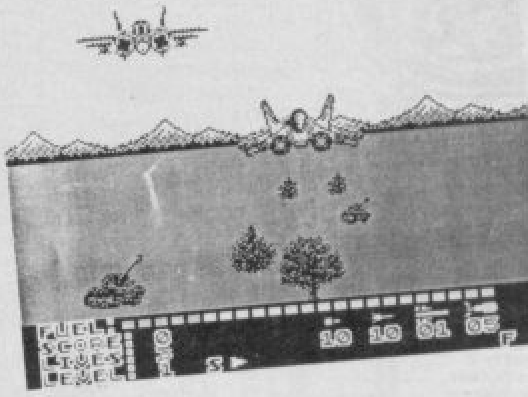
Another 'NEW RELEASE' from those Code Master boys, although I see there are no words of wisdom from David Darling on the cassette inlay. Does this mean that, unlike all those "Bestest game in the history of the world" titles, this one is unadulterated horse manure? No, but then it hasn't been written in-house (ahem), but by some geezers called Amazing Games, which may have something to do with it.



Anyway, this is a fairly comprehensive trawl through flying history, with three separate sections – World War 1, World War 2 and World War 3. A rather gloomy prognosis, you might think, and doubly so as WW3 is (according to this) due to take place over East Africa in the 1990s. But never mind that (I hear you cry), what's the game like? Nobbad, old fruit, nobbad at all. WW1 sees you putt-puttering over the fields of Germany in a clapped out old biplane, trying to shoot down Johnny Hun before he shoots you. WW2 transfers the action to the Pacific, as you (Chuck Z Hinkelhoffer) try and shoot down Johnny Nip before he shoots you. Then for WW3, it's everybody into their F-14 Tomcats, as you try and shoot down Johnny Muslimfundamentalist before he shoots you. Naturally you get killed in all three wars, which paints rather a hopeless picture for mankind, if you ask me. But it's all good, zappy fun – well programmed and full of colour. You'll have to watch your ammo and fuel, and it also makes sense to watch your opponent's aircraft (never let it be said that I miss the point of these games). Good stuff, at least for a cheapie – and you can play with two players as well...

SOVIET FIGHTER MIG 29
Code Masters/£2.99

Yes, he's back! "Fast, frantic 3D action — as fast as a real arcade game! BRILLIANT!" Good ol' David, you can always rely on him



for sound and solid good sense. There's also the usual photo of the brothers inside with the "David and Richard Darling first started writing computer games when they were still in their early teens and still at school!" blurb. I think we know that by now, eh, Spec-chums? Even so, I find myself agreeing with most of David's hopelessly over-the-top assessment of his own company's game. "Fast" — yes. "Frantic" — very much so. "3D action" — no doubt about that one. "As fast as a real arcade game" — well, it is, just about. There's only one word I don't find myself agreeing with — "BRILLIANT!" 'Cos while this is indeed an immensely swift 3D shoot 'em up (inspired by the *Afterburner* school of coin-op) there's very little actual game here. There's nothing much to see, and what you can see amid the mayhem is not that well drawn either. But my word it's fast. I just get the impression that once they had sorted out the speed there wasn't really much room left for anything else — like a game. A good try, but defeated, as so often, by the Speccy's manifold limitations. So let's change that entirely unbiased review of DD's to "Fast, frantic 3D action — as fast as a real

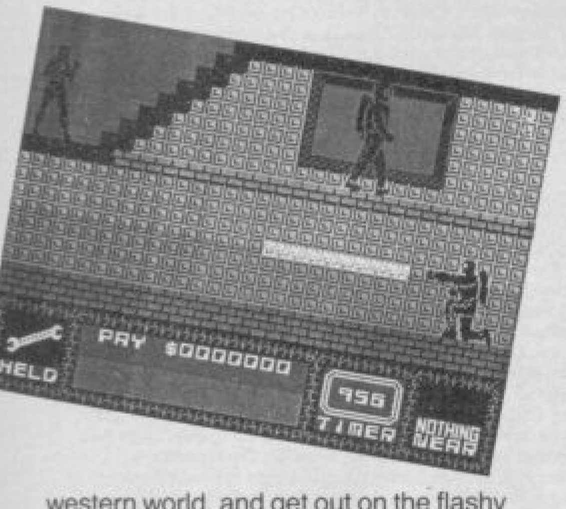
JACK THE NIPPER
Kixx/£2.99

Gasp, this goes back a bit. It's a fair old time, in fact, since the sequel to this ripsnorter, so it must be *ages* since the original. When you bear in mind that there was a cartoon series running in *YS* based on *Jack The Nipper* before T'zer became Editor (in the long, dark days of the Cox regime), you begin to realise that this is one seriously old game. It's good stuff, though. Jack's tired of all the wimps in his town and their goody goody ways, so he sets out to cause mayhem. It's up to you to make sure that he's as naughty as possible without being caught and given a damn good spanking (ouch). So you must jump on things, pick them up, use them, drop them, fire at things with your peashooter and toot the horn at the cat. Every time you do something creatively naughty (and it's up to you to work out what you should do to whom) your naughtyometer goes up. That's it, really — there's great fun to be had as you run around creating havoc, although the game structure isn't perhaps as tight as in the sequel. Graphics are impressive, with a neat sense of perspective, and the whole is fast and furious. Overall, a bargain at three nicker, so what are you doing sitting there? Go buy it.

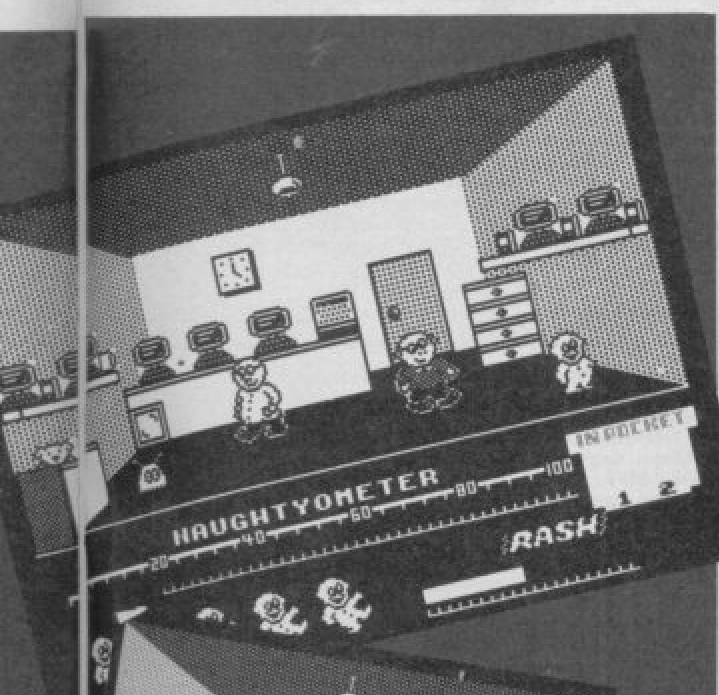
arcade game! Pretty rubbishy, actually." Much more like it, isn't it?

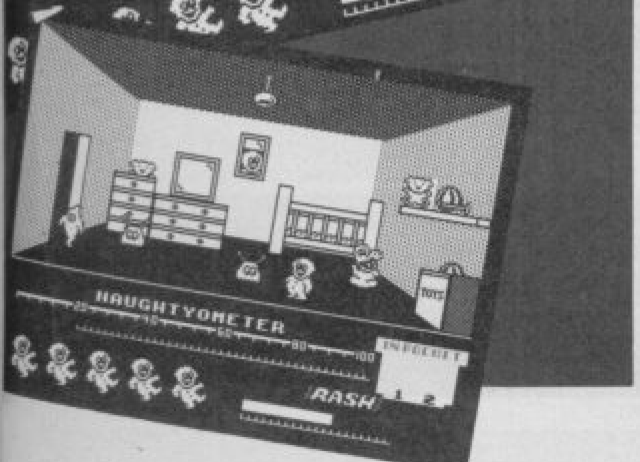
SABOTEUR II
Encore/£1.99

This is one of Durell's better products. The follow-up to the hugely popular *Sab 1*, it was raved over by young Mr Snout ("you're all doing very well") way back in 1987, and if it doesn't perhaps hold up too well now, it's still an entertaining enough chase-and-kick 'em up with the novelty of a female hero (a good way of getting around T'zer, at least). Mapping is essential, unless you happen to have the September 1987 ish of *YS* to hand, in which case look on the centre pages. (What? You don't have one? Buy a back ish immediately!) The scenario involves you (that's Nina, who's a ninja too) hand-gliding into the enemy control centre to avenge the death of your bro' — that's Sab — who got iced at the end of the previous game. You must get in, destroy as much as possible, prevent the evil toads from nuking the



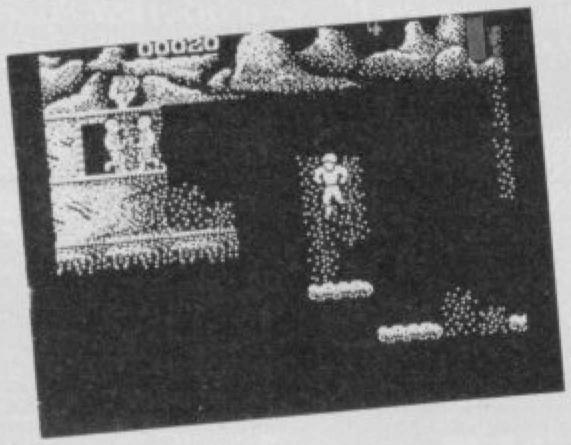
western world, and get out on the flashy motorcycle you'll find in the lower caverns of the mountain. Oodles of screens, loads to do, it's all pretty hard, but at £1.99, splendid value for money. A Megagame when it came out, it's not quite in the same league these days, but for anyone who likes their games big and hard (oo-er), it's a corker.





NINJA COMMANDO
Zeppelin/£2.99

And still the variations continue. What's next? I myself am currently writing *Ninja Vet*, which some people (like the software company) seem to think is about Vietnam veterans, but is really about sticking your hands up cows' bottoms (make sure you're wearing rubber gloves). *Ninja Commando*, meanwhile, is about nothing much at all, a

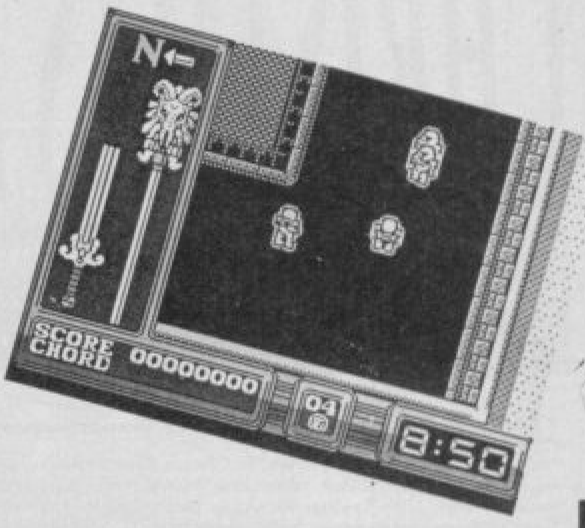


pallid chase-about in underground caverns — which bears only the slightest similarity to all its 349,250 ninja predecessors. For yes, there is no fighting. To kill the baddies in this horizontal scroller, you just have to jump on them. Squash enough and a ninja star appears from nowhere. Kill enough with that and you get a beumb. *(A beumb? Ed)* After that it's a fairly nifty flame thrower (sorts out the men from the charred corpses, doncha know), and then a machine gun, which shows you're not just mucking about (especially as all your enemies appear to be unarmed). Meanwhile, you have to get through eight multi-screen scrolling levels, and, if you do, you win the game.

Is it worth it though? Well, if you were a fan of *Rolling Thunder*, you may well like this, but on the whole it's not a terribly exciting game. Although the graphics are impressive, and there are no complaints on playability or speed, there's an indefinable something missing from this game. Addictiveness? Excitement? That tangy aroma of squeezed lemons? All three, I'd say, which makes the game something of a neatly programmed damp squib. There's just not enough variety in the gameplay to keep you fully gripped, and no amount of brilliant graphics can make up for that. Not, I think, a long termer.

MASTERS OF THE UNIVERSE™ — THE MOVIE
Kixx/£2.99

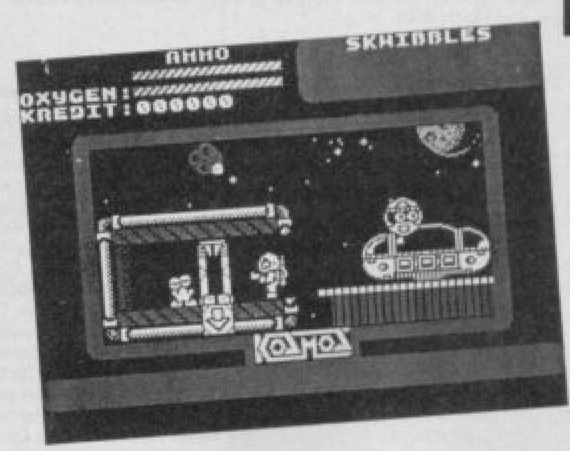
Know what this is in Italian? Yes, *Masters Of The Universe™ — Il Film*. Seriously. But whatever it's called, it's not to be confused with the 6,000 other *Masters Of The Universe* games that seem to have come out over the past two or three years, all of which I have now conveniently forgotten after loading this turkey up again. Did anyone say turkey? Listen, funsters, this gobbles at you off the shelf. And it's delicious with cranberry sauce. *MOTU™ — TM* is the official licence of the film of the toy of the TV cartoon series, and She-Ra has nothing to do with it at all (so stop leering — yes, Jenkinson, you at the back). There are five sub-games in here somewhere, each based on events in the film, but none even remotely interesting. You begin by wandering through the streets of Smalltown USA, avoiding sprites which try to shoot you with bullets that would arrive faster if they were posted. You have to collect



chords (which naturally are lying around on the street) and move to the scrapyard (Game Two) where you fight two of the Skeletor's most evil minions — if you can be bothered that is. Yes, this is very dull — the graphics are undistinguished and the whole game is balanced precariously between an out-and-out shoot 'em up and an arcade adventure exploration. As usual in these cases it doesn't work as either. In all, a disappointing tie-in (and good grief, we've seen a few of these in the past). There's less here than meets the eye.

KOSMOS
Atlantis/£1.99

An enjoyable, *Joe Bladey* sort of game — as original as *Sunblest* but no less fun for that. Your mission is to rescue four stranded Skwibbles — strange, bug-eyed, badly spelt creatures who exist on a diet of exotic fruit and are stuck on the no less well spelt planet of Kosmos. Trouble is, your spaceship is crocked and the aliens want your blood, plus you've got a fairly tricky control system to handle as well. When you've sorted this out, though, there's a fairly entertaining little game hiding in here. You wander about finding the Sqwibbles (easy), keeping them alive (less easy) and finally getting off the planet with your spaceship repaired and your own person in full rude health (damn near impossible). Now, I hear you saying, shouting, or possibly even screaming, haven't we heard all this before? Well, yes, of course we have, but the important thing here



is that all the old formulas have been juggled around to produce a game that still makes you want to have just one more go (as opposed to one less go, like some of the other cheapies this month). That's good enough for me, and I'm sure you'll like it too.

CHRISTMAS MEGA COMPO WINNERS (PART TWO)

They say that all good things come to those who wait. So what could be better than having your moniker printed for all to admire in the fabbiest mag known to mankind? It's enough to make your granny blush with pride.

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Question 24. Microprose

Jennifer Burnet, Edinburgh.

Question 25. Ocean

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Question 26. Palace

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Question 30. Telecomsoft

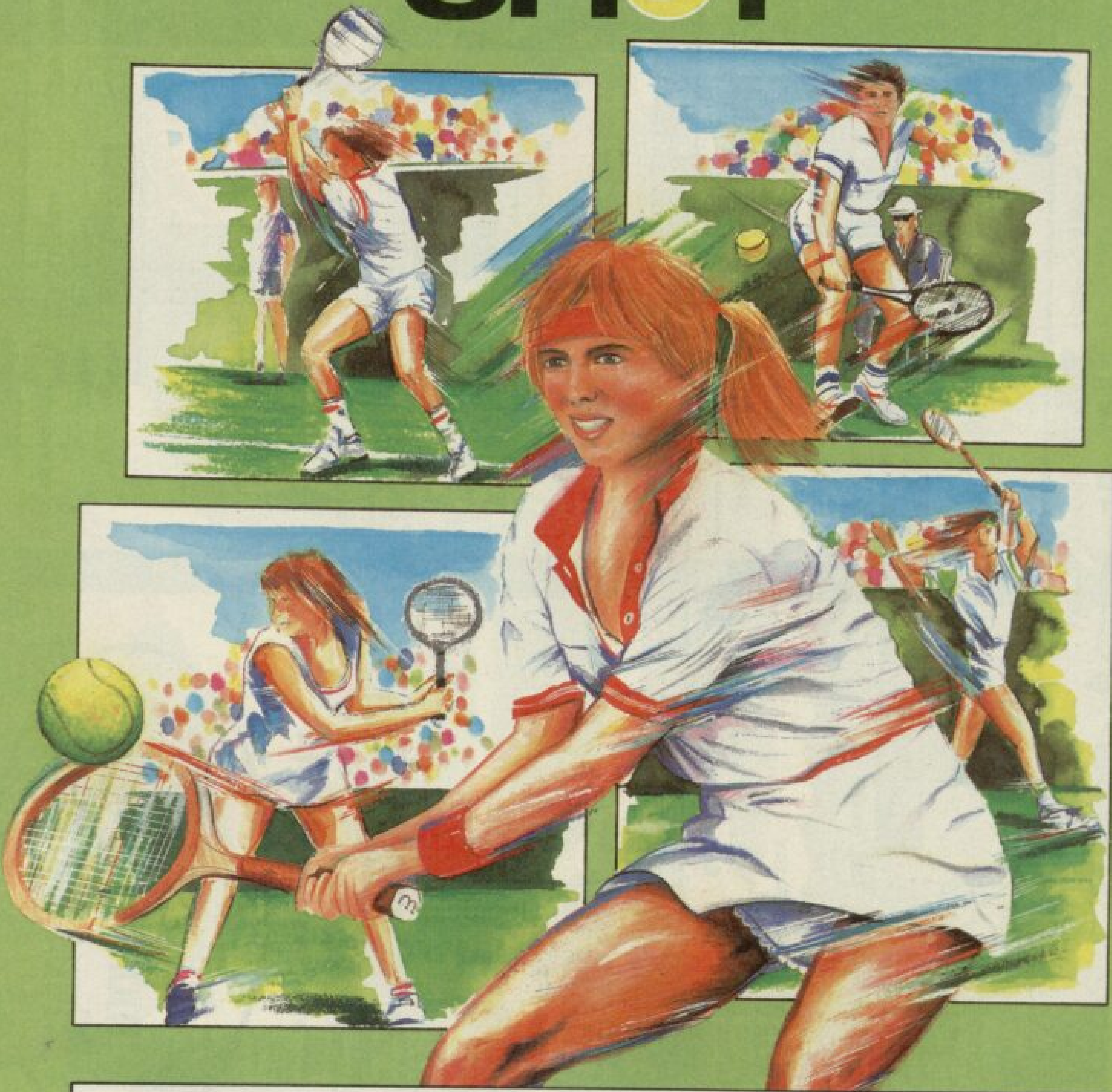
Ian J Morrison, Dunfermline, Scotland; Simon Bell, Billingham, Cleveland; Paul Irvine, Salzgitter, West Germany; John Wilson, Middlesborough, Cleveland; Neil Kingham, London; Stefan Bolton, Sandbach, Cheshire; G D Pearce, Preston, Lancs; Rick White, Doncaster, S Yorks; J J Spira, Headington, Oxforshire; Stephen Peck, Retford, Notts; Paul Marwood, Leeds; Steven Macalby, Burscough, Lancashire; Paul Lauff, Groby, Leicestershire; Ian Currie, Rugeley, Staffs; Kenneth Hood, Bolton, Lancashire; Richard Greenwood, Stockport, Cheshire; Dave Pearson, Salford, Lancs; Matthew Berryman, Burnham on Sea, Somerset; Matthew Pratt, Lawford, Essex; James Field, Little Lever, Bolton; Stephen Wegner, Glasgow; J Flowers, Nottingham; Adrian R Pannell, Andover, Hants; Daniel Pascall, Halifax, W Yorks; Daniel Wallace, Oxted, Surrey; M F Staunton, Southbourne, Bournemouth; Richard Gunn, Poole, Dorset; Steven Wilkinson, Cleator Moor, Cumbria; John Bond, Stubbington, Hampshire; Robert Duncan, Carnoustie, Scotland; J Falkner, Crowborough, East Sussex; Lindsay H Todd, Edinburgh; Robert McLean, Ellon, Aberdeenshire; Stephen Hutton, Romford, Essex; Robert J Loffler, Huddersfield; Christian Thibault, Eastleigh, Hants; Alan Burton, Newcastle, Staffs; Gary Savory, Overton, Hants; James Lawrence, Crawley Down, West Sussex; Karl Sullivan, Pelsall, West Midlands.

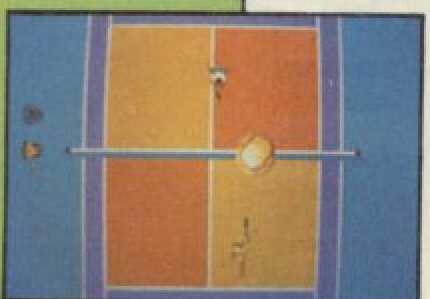
Question 31. Thalamus

Clive Martyn, Billericay, Essex; G Flowers, Keresley, West Midlands; Peter Jones, Liverpool; Mark P Wood, Leeds; Paul Spink, Leeds; J Brooke, Chilmark, Wilts; Scott Barclay, Hurlford, Kilmarnock; James Hartley, Great Missenden, Bucks; K S Abay, New Malden, Surrey; Dominic Calcott, Wilburton, Cambs; Matthew Hayes, Coventry; Mark Hezelgrave, Leeds; Sam Ho, Glossop, Derbyshire; Niall Chantrell, Warrington, Cheshire; Robert Evans, Keighley, W Yorks; Ben Jones, Prudhoe, Northumberland; Rupert Newman, Hoylake, Wirral; Nick Lankester, Harlow, Essex; Barry Wood, Haddington, East Lothian; Stephen Weightman, Sunderland; Ben Warwick, Rochdale, Lancs; Marcus Moxham, Haverhill, Suffolk; Christopher Ainsworth, Littleborough; A Wainwright, Ossett, West Yorks; David Palmer, Birmingham; Steven R Keable, Otley, Suffolk; Andrew Broughton, Wetherby, W Yorks; Adam Christopher, Droitwich, Worcs; Mark Roffey, Taunton, Somerset; Gerald Brook, Huddersfield, W Yorks; L Colman, Bristol; Jon Wickett, Camels Head, Devon; Robert Patterson, Liverpool; Simon Lennox, Castledawson, Co Londonderry; Barry King, London; Sean Toman, Magheralin, Co Armagh; Andrew Mason, Grangemouth, Stirlingshire; Sion Gwilym, Llangefni, Anglesey; Mik Martin, Newtown Abbey, Co Antrim; Lee Thompson, Birtley, Co Durham; Leigh Minas, London; William McCaig, Glasgow; Sir Terry Lemmon, Norwich, Norfolk; Timothy Lakey, Fakenham, Norfolk; Francisco Acosta, London; Nicholas Young, Delph, Lancs; John S Gray, Bowburn Co Durham; Alistair Dick, Birmingham; Ian Blackburn, Kettering, Northants; Robert Lusher, Rickmansworth, Herts.

And there's more! Coming next month — Christmas Compo Winners Part Three The Final Chapter (we promise!).

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Screenshots from Atari ST version

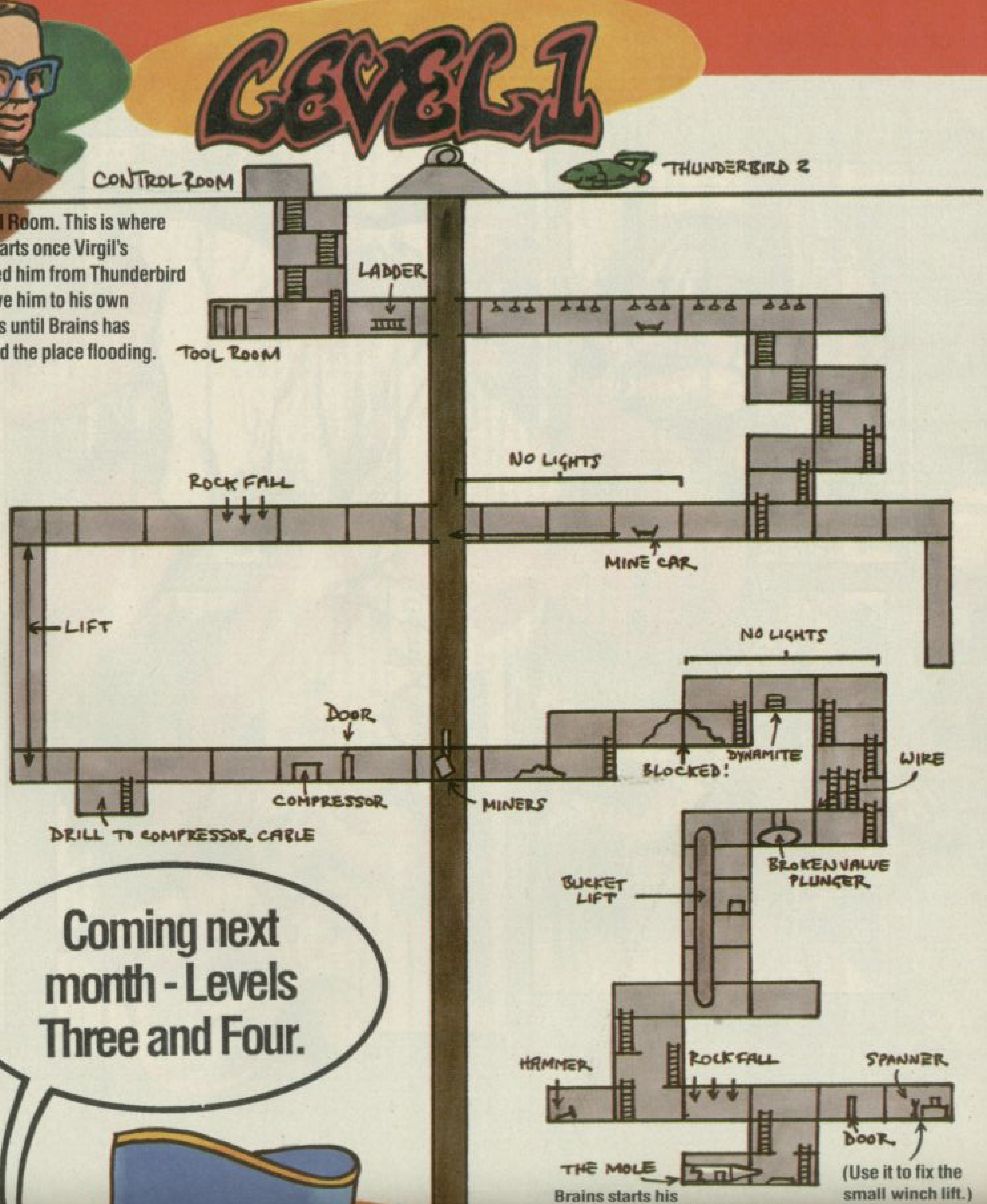


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UNDERBIRDS





Control Room. This is where Alan starts once Virgil's dropped him from Thunderbird 2. Leave him to his own devices until Brains has stopped the place flooding.

(Use it to fix the small winch lift.)

Brains starts his mission from here and has to make his way up to meet Virgil



Brains starts his mission from here and has to make his way up to meet Virgil at the trapped mine lift in the middle. You have to pick up tools to use at different points and avoid hazards like rockfalls so we've marked on where these are. Isn't that good of us?

small winch lift.)

Who're the most famous puppets in the world? Only Scott, Virgil and the boys from International Rescue, that's who!

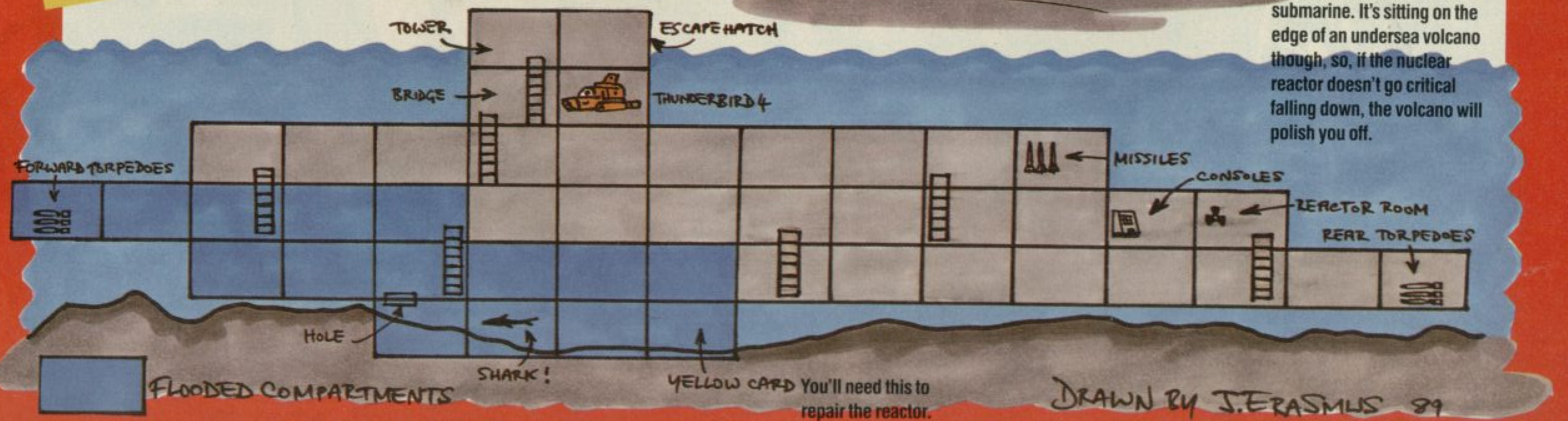
And who star in Grandslam's massive new-ish arcade adventure? Right again!

We liked it so much we gave it 85° (quite a high mark actually). Now we bring you the essential map — the first two levels this month, the last two to follow.

YS Thunderbirds is go! It's F.A.B!

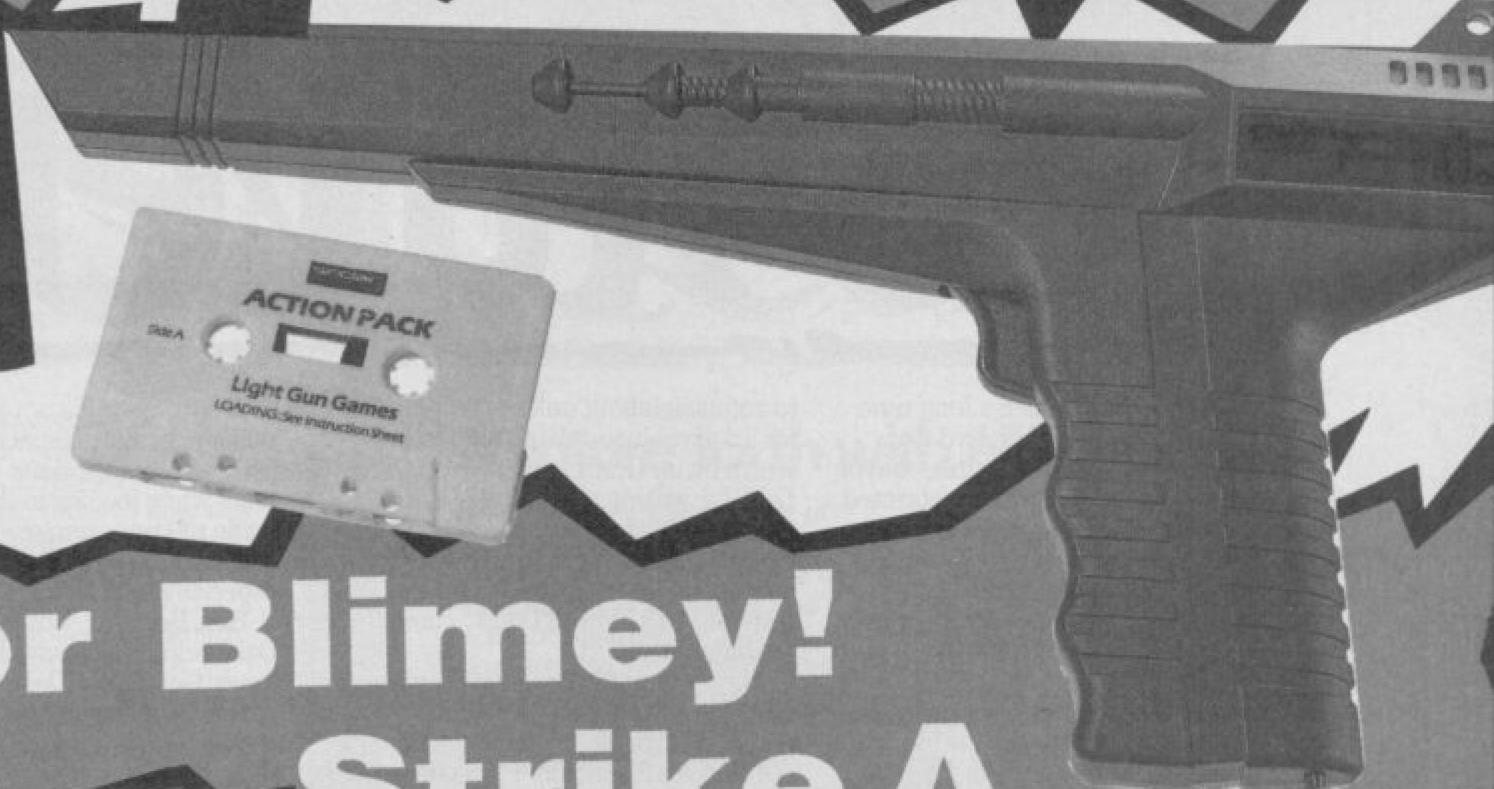


Alan and Gordon both set off from Thunderbird 4 after it's docked with the sunken submarine. It's sitting on the edge of an undersea volcano though, so, if the nuclear reactor doesn't go critical falling down, the volcano will polish you off.




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YS COMPO!



Cor Blimey! Strike A Light (Gun)!

Is that a light gun in your pocket or are you just pleased to... *(Sniiiiiiip! Ed)*.

Lumme! Touchy or what!? Here we are with not just one but *15* light guns positively bulging from our très trendy 'day glo' surfer shorts (not to mention the stacks of games to go with them that are putting paid to the costly pocket edging around the sides)... and the Ed throws a wobbler! Tsk! Tsk!

Still, there's only one thing for it — to give this positive stash of non-lethal weaponry away, ABSOLUTELY FREE! If only to save our shorts from splitting! And that's just what we shall do, Spec-chums, for your fave mag and Virgin/Mastertronic have been in cahoots and come up with a corker of a compo for you!

WIN! Quite a few of the corkendous Virgin/Mastertronic Spectrum light guns! PLUS! A whole stack of games to go with them!

WHAT YOU CAN WIN!

If you've been reading your *YS* closely, you'll have already read about the Spectrum light gun pack in this very ish. So, of course, you'll already know that the pack consists of one rather sleek light gun and six games — Ocean's *Operation Wolf,* Domark's *Bullseye,* Lothlorian's *Rookie* and *Missile Ground Zero* and Software Creation's *Robot Attack* and *Solar Invasion.* But what you won't know is that we've got 15, yes 15, of these super swish packs to give away.

HOW TO WIN!

If you want to own a pack of your very own, merely work out the answer to the following easy-peasy 'light' related question. Ready? Okey dokey, here goes. What velocity is the speed of light? Just tick the right answer in the coupon, fill in your name and address and send the whole caboodle off to Bright Lights!! Bright Lights!! Compo, *Your Sinclair,* PO Box 1509, Enfield, Middlesex EN1 1LQ. Make sure your entry trips the light fantastic before September 30th 1989 though.

Don't think you can outgun me, matey, 'cos I know the answer to this très simple question. The velocity of the speed of light is

25 miles per hour ☐
63,000 miles per minute ☐
186,000 miles per second ☐

Now send my prize pronto to

Name ....
Address ....
....
.... Zap Code ....

RULES
- **Employees of Dennis Publishing and Virgin/Mastertronic will be light gun whipped if they attempt to enter this compo.**
- **Any young guns caught arguing with the Ed's final decision will find themselves light in the head once he's finished with them.**
- **Lights out on 30th September 1989, so get your entries in before then.**

YS ADVENTURE

It's been a long time since I heard from **Tam Coulter**, maybe because I misprinted his name as Jam Coulter one month, but he must have forgiven me 'cos he's here with advice for readers having trouble with *Blizzard Pass*. **Jim Magee** had written in to say he was having problems loading the game on his +2, and Tam says that maybe he bought the tape second-hand and didn't get a copy of the hint sheet that should have come with it which tells you how to actually load the adventure!

"First," says Tam, "you must go into 128 Basic and type OUT 32765,23 then press ENTER and just type LOAD as you would with any other game. If this fails to work I think Jim may have a duff copy!" Tam also points out a bug in the game, which is that once you've killed and dug up the yeti, skinned it and worn the skin to scare the guards, you can then WONS GID again to conjure up yet another yeti.

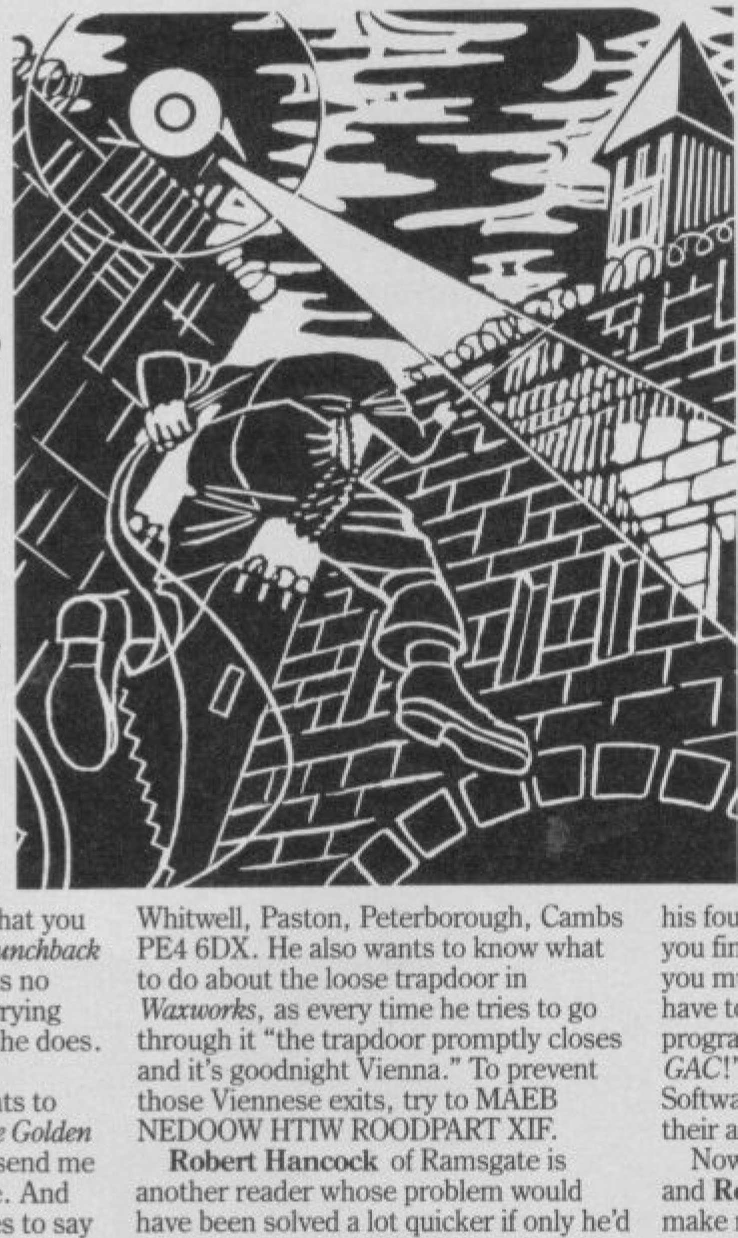
D Emmott of Colne in Lancashire asks how to get past the bear in *Frankenstein*. First you EERT BMILC and then ROOLF OTNO PMUJ. And how to light the flint in *Wolfman*? First you TNILF TIH and then HSURLLUB THGIL.

J Perry from Willenhall in the West Midlands is struggling with *Eye Of Bain* and *Hunchback*. In the first he says he has searched everywhere for an axe, which he knows must be there somewhere, but can't find it at all. Well it's not hard to find provided you're prepared to ENIVAR PMUJ first, and to do that you must be carrying the post. In *Hunchback* he knows the password but it has no effect, so does he need to be carrying something when he says it? Yes he does. DAEH EKIP YRRAC.

James Bloom of Lincoln wants to know how to solve *Quest For The Golden Eggcup*. The quickest way is to send me an sae for a freebie on that game. And **Rhys Jones** from Dorking writes to say thanks for the solution to *Rigel's Revenge*, but why does he keep getting mugged by the wild men after getting the uniform? The answer's there, although I suppose it's tricky as you have to know where to look for it. Anyway, the mugging shouldn't happen provided you NUG NUTS EHT YRRAC.

Grant McKenzie's problem is that he lives in central Scotland which is nothing to complain about unless you're looking for an adventure-related club to join, which he is. Grant uses *PAWS*, *Quill* and *GAC* for writing adventures, and *Art Studio* for loading screens, so he's looking to hear from anyone within striking distance to compare notes. The address is 18 Tynron Court, Hamilton, Scotland ML3 8XD.

Maybe Grant can advise **Stephen Unwin** over his *GAC* problems. Stephen's trouble is that when he uses *GAC* on his Spectrum +, in conjunction with Tasman's printer interface and his Amstrad DMP2000 printer, he can't get any of the print routines to work. Has anyone else come across this problem and, more importantly, solved it? If you can help, contact Stephen at 63



Whitwell, Paston, Peterborough, Cambs PE4 6DX. He also wants to know what to do about the loose trapdoor in *Waxworks*, as every time he tries to go through it "the trapdoor promptly closes and it's goodnight Vienna." To prevent those Viennese exits, try to MAEB NEDOOW HTIW ROODPART XIF.

Robert Hancock of Ramsgate is another reader whose problem would have been solved a lot quicker if only he'd enclosed an sae with the letter. As it is, he has had to wait till now to learn how to get the raft to move in *Shadows Of Mordor*. TFAR ELOP.

Denis Reily obviously likes to see his name printed (or misprinted) in almost every issue, and now he's written in to moan at me and **William Snowden** for the June issue in which I gave a list of treasures and where they could be found in *Jinxter*. Now it's not very nice to call William an idiot, especially when the fault was mine and not his — a slip of the brain while feeding in the information made me type *Jinxter* instead of *Guild Of Thieves*, that's all. Deepest apologies, especially to Will.

Ben Benson writes from Oakhampton and says he's stuck in the Cover Game *Red Door*, so where's the solution that was promised for it? In the July issue, dumbo, page eight, bottom right-hand corner. But if you missed it, send me an sae, ask nicely and I'll send you a copy. Ben gives some tips on *Bard's Tale*, such as the answer to the oft-asked question about the response to give the magic mouth in Kylearam's Tower, which is RETSINIS. He also advises you to search every square as there are things to help you all over the place. But can anyone tell Ben where the Silver Circle is? Info to him at The Rectory, Petrockstowe, Okehampton, North Devon. And has anyone got a map for *The Serf's Tale*, which Ben describes in language I would not expect to hear in a rectory?

Paul Cook of Lowestoft couldn't wait for the solution to *Red Door* so he wrote to ask how to deal with the Anubis (SIBUNA ELKCIT) and how to get rid of the fly on the Sphinx's nose (EKOJ A LLET).

Les Mitchell of Hull kindly sent me a solution to Alternative Software's *Indus Valley*, with a warning to other readers that he completed the game only ten minutes after starting it, and in just 66 moves! "This adventure must surely have been programmed by someone's six-year-old son who chanced upon *GAC*," sez Les, "and the graphics were probably done by his four-year-old brother. In one location you find a long rope tied to a rock. Here you must GNOL TUC but to get it you have to EPOR TEG. As you can see, the programmer has really mastered the *GAC*!" For some reason Alternative Software don't send me review copies of their adventure releases. I wonder why?

Now to my mini-international section, and **Reuben Gatt** of Malta, who tried to make me jealous by telling me about the sunny weather they're having and how many girls there are sunbathing on the beach. Think I'm envious? Too true! Anyway, when he's not got his eye on the bikini'd beauties, Reuben's up to his neck in a swampy maze in *Espionage Island*. How to get out again? The directions you need, not backwards this time, are S/E/W/N.

And **Carlos Miguel Antunes** writes

URES

from Lisbon with an everyday tale of a lost adventurer (him), who is desperately seeking salvation (me). Amongst the information he needs in order to maintain his sanity is the final input required once you've got the secret of life in *Twin Kingdom Valley.* The answer is EFIL KOOL. In *Rebel Planet* you should ignore the Temple, despite what you might think, and the musical clue to defeating the crag snapper is to be found in the museum. You can't do much with the decapitated head, but in this location EBORP RAEW. In *Colditz* to climb down from the window when you've got the rope (PU RO) NWOD BMILC/TUO BMILC/EPOR REWOL. And in *Jewels Of Babylon* the rod is in the REBMAHC ERUSAERT S'ETARIP, and the key is on the south side of TIP EDIW EHT. Some of Carlos's problems are obviously due to the fact that English isn't his first language — and some adventure programmers really make it difficult, don't they?

Two nearly anonymous letters next, one from **Daniel** and one from **Carol**, with no surnames and no addresses — though at least Carol sends me a kiss. How could I resist? The answers to some of your assorted questions are . . . In *St Brides,* to hire a carriage you need to ENOHPELET ESU and then ERIH EGAIRRAC ENOHPELET. At the Statue of Liberty in *Ronnie Goes To Hollywood* just go up the leg till you get a password and try TFIL OT OG. In the guest room in *Inspector Flukeit* get Blunders to use the spade. In *Jack The Ripper,* wait for the men to leave. In *Dodgy Geezers* you need a trolley in the bank vaults.

Martin Betts of Norwich has the cheek to ask me to send him something, just because he's finally discovered the joys of adventures after years of toiling in the arcades. Some hope! But after playing *Red Door, Behind Closed Doors* and *From Out Of A Dark Night Sky,* Martin's finally been converted. He suggests a few inputs you might try in *Behind Closed Doors* — JOHN WILSON, MIKE GERRARD, MOLE, WICKET, HOLLY, FRIENDS, ZENOBI, TV, RECORDS, TED and SMART EGG. He says JOHN WILSON is also worth typing to get help in *Dark Night Sky.*

Craig Henderson of Cleveland has also been playing *Behind Closed Doors* and although he hasn't sent me any of the funny inputs he might have discovered, he has sent me a solution to the game in just 11 moves. That'll give the rest of us something to aim at. As for the sequel, he's solved that one in 17 moves, and uncovered responses to JOHN, ZENOBI, YS, MIKE, SEAN, RICHARD, KAREN, TV, KEZ, SEX and various other words of approximately four letters. Now that's quite enough of that — kindly leave the page!

ILLUSTRATION BY ANTHONY COLBERT

NEWS

Venture forth with Mike Gerrard



I've just received a copy of *Shetland Speccy User,* and very good it is too. One page of adventures in its 18 pages, and well put together for 75p. You don't have to live in the Shetlands to subscribe, just send your dosh to Peter Gear, Smithfield, Gutcher, Yell, Shetland ZE2 9DF.

A few months ago I reviewed Les Floyd's adventure, *The Pawns Of War,* and rated it not a bad little number for a first effort and as good as many a budget game you see. Les has written to tell me that he's now reduced the price not just down to budget level but to an incredibly low £1.20 — a real bargain, a snip at the price and all the rest of it. That includes postage, so send your pennies off to Les Floyd, 37 Millriggs, Corby Hill, Carlisle CA4 8QP.

The same address applies to a new scheme Les is hatching, which is to start a magazine devoted to the Spectrum and home-grown adventure houses. No professional outfits will get a look in, because Les says that it's dedicated to everyone who's writing games as a hobby. If you've produced an adventure and want to be sure to see it reviewed, then Les's as-yet-untitled mag will be the one for you. I know that so many readers are disappointed when I return their games to them and say that I can't find space in these sacred pages for a review, so maybe Les's mag will ensure that everyone gets at least one review somewhere. Adventure buyers will obviously be interested too. Send an sae for details, or a review copy of your game, to Les at the above address.

But who will review Les's own games? Well, I might, if his new one, *Protect And Survive,* is as good as *The Pawns Of War.* I look forward to seeing it, Les.

I recently recommended a new venture called *Enigma*, a tape magazine devoted to the 128K. The first issue looked good, and the second should be out by the time you read this. I gave the contact name and address as Jon Rose, who was editing and distributing the magazine in conjunction with several other people. Jon's written to tell me that from now on he'll be sensibly restricting himself to editing it, and distribution will be looked after by another member of the team who goes by the nifty name of Hamish Rust. The address is 15 Westfield Road, Inverurie, Aberdeenshire AB5 9YR. To get the latest copy of *Enigma* just send a cheque or postal order for £1.99 made out to '*Enigma*', or, if you want to send your own blank C90 tape (it's a big mag!), it costs just £1.50.

They're on the lookout for 128K hints and POKEs, and Jon says that any letter, hint, tip, POKE or other goodie that gets used will earn the sender a free copy of the next ish. They want some more adventure input too, so there's room for some adventurous 128K owner to grab a slot for himself (or herself). All editorial matter should continue to go to Jon Rose, 14 Lion Road, Nyetimber, Bognor Regis, West Sussex PO21 3JZ.

"Where, oh, where can I buy adventures?" That's a question I must have been asked hundreds of times over the last year or two. Shops won't stock them. Small firms can't afford to advertise in the big circulation magazines. And new adventurers want to get hold of some of the older classic titles which are no longer available.

There are various answers. One is that you ought to try to buy any adventure that takes your fancy as soon as you see it reviewed. I always try to ▶

print the address in my reviews, so do keep your back issues if you can't buy straight away. Be sure not to miss any issue of *YS* either, as I do run special offer coupons regularly.

You can subscribe to a magazine like *Adventure Probe* too, as you'll often see adverts there from the smaller companies, and also letters from readers selling off adventures they've finished with, or looking to swop them for others. *Adventure Probe* is at 24 Maes Y Cwm, Llandudno, Gwynedd LL30 1JE. You can also join either Official Secrets or Special Reserve, both run from the same address — PO Box 847, Harlow, Essex CM21 9PH. This will allow you to buy both old and new adventures from the main software houses like Level 9, Magnetic Scrolls and so on at very cheap prices.

But now there's a new possibility, and that's Sandven Ltd of 2-B West Telferton, Edinburgh EH7 6UL. It's a toy and gift company, but Managing Director Gordon Inglis has decided to start selling Spectrum adventure games. "Most of the big company games seem terribly expensive these days," he told me, "so I delved about and made some deals and have come up with some good bargains." Watch out for the ads in *YS* (he's a regular reader, of course!), and also in *Spellbreaker* and *Adventure Probe*. Gordon asks me not to mention the games on his first list, as by the time this item appears they may well be sold out, with different titles available. So I'll just say that there were a couple of well-known trilogies available for £4.99 and full-price games going for £1.99 and even 99p. Send an sae super-soon for the latest list.

● A good mail order service used to be offered by the Adventurers Club, but sadly, as I mentioned last month, this now seems to have closed down. Readers who had the misfortune to join or renew subscriptions just before the club did its disappearing act would be well advised to consult their local Citizens Advice Bureau to see if there's any way of trying to retrieve some of their money. After all, the Adventurers Club was a limited company, and as such will need to be wound up officially if it has ceased operations. Get your claims for a refund in now.

MORE OF THE BEST OF THE REST INDIES REVISITED (PART SEVEN)

There's only one word most readers have for the Best Indies special offer coupons I've been doing, and that's a very loud "MORE!!!!" They're popular with one and all, so yet again I've been scouring the land for bargains, and this time I've been chatting to Zenobi Software and Eighth Day Software.

Charlie's Angels

Mike White of Eighth Day Software has been producing good, reliable adventures for several years now. I remember the old days when he launched his first batch of games at the then-unheard-of price of £1.99. His was probably the first company to offer budget adventures, so we've all a lot to thank him for.

Now the bargains are even greater, as he's come up with two tapes that are exclusive to *YS* readers, never seen before, never to be seen again, unavailable elsewhere and all the rest of it. Tape One combines those two irreverent rib-ticklers that both earned excellent marks from me when originally published — *HRH* and *Ronnie Goes To Hollywood*. The combined price of the two ought to be £6.98, but for you *YS* readers alone, you can get them both on one tape at the ludicrous price of £2.99. Saving £3.99!!! Wowie!

And there's more. Two of Mike's earlier games, still very popular, are also to be put together on one tape in a once-in-a-lifetime half-price offer. If bought separately, *Cuddles* and *In Search Of Angels* would both set you back £2.50, but now you can have them together for the cost of one — that's £2.50, for the dummies amongst us.

And there's even more! Buy both of these double-tapes at the same time and save another 50p, making it four spiffing adventures for only £4.99, including postage. Beat that!

TO: Eighth Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside L46 7UH.

FROM: ....

....

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....

....

I enclose my cheque/PO for £......... made payable to Eighth Day Software for the following Spectrum tapes exclusive to *Your Sinclair* readers.

HRH/Ronnie Goes To Hollywood £2.99
Cuddles/In Search Of Angels £2.50
Both tapes together............. £4.99

John Wilson Does It Again (That's the second time this year)

John Wilson of Zenobi Software is always ready to make a special offer — but the Rochdale police have warned him about it and told him to concentrate on writing adventures instead. His latest list of special offer tapes for *YS* readers allows you to plug those gaps in your Zenobi collection — or even to begin one — by combining some of his various 'A' sides on one tape. He's also done a special price on his brand new adventure, *Retarded Creatures And Caverns*, which I'm reviewing this month, and even on the long-awaited third volume of *Behind Closed Doors*, which he's only just finished writing! See the coupon for details of titles and prices.

TO: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

FROM: ....

....

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....

I enclose my cheque/PO for £......... made payable to Zenobi Software for the following tapes at the special *Your Sinclair* prices.

Retarded Creatures And Caverns/A Legacy For Alaric £1.99
Behind Closed Doors III/ Bart Bear II £1.99
Balrog And The Cat/From Out Of A Dark Night Sky £2.49
Bulbo And The Lizard King/Fuddo And Slam £2.49
Everyday Tale Of A Seeker Of Gold/ Secret Of Little Hodcome £2.49
Behind Closed Doors I/Behind Closed Doors II £1.75
Additional postage costs for overseas readers.................. £1.00
(Prices post-free for UK readers.)

OOPS!

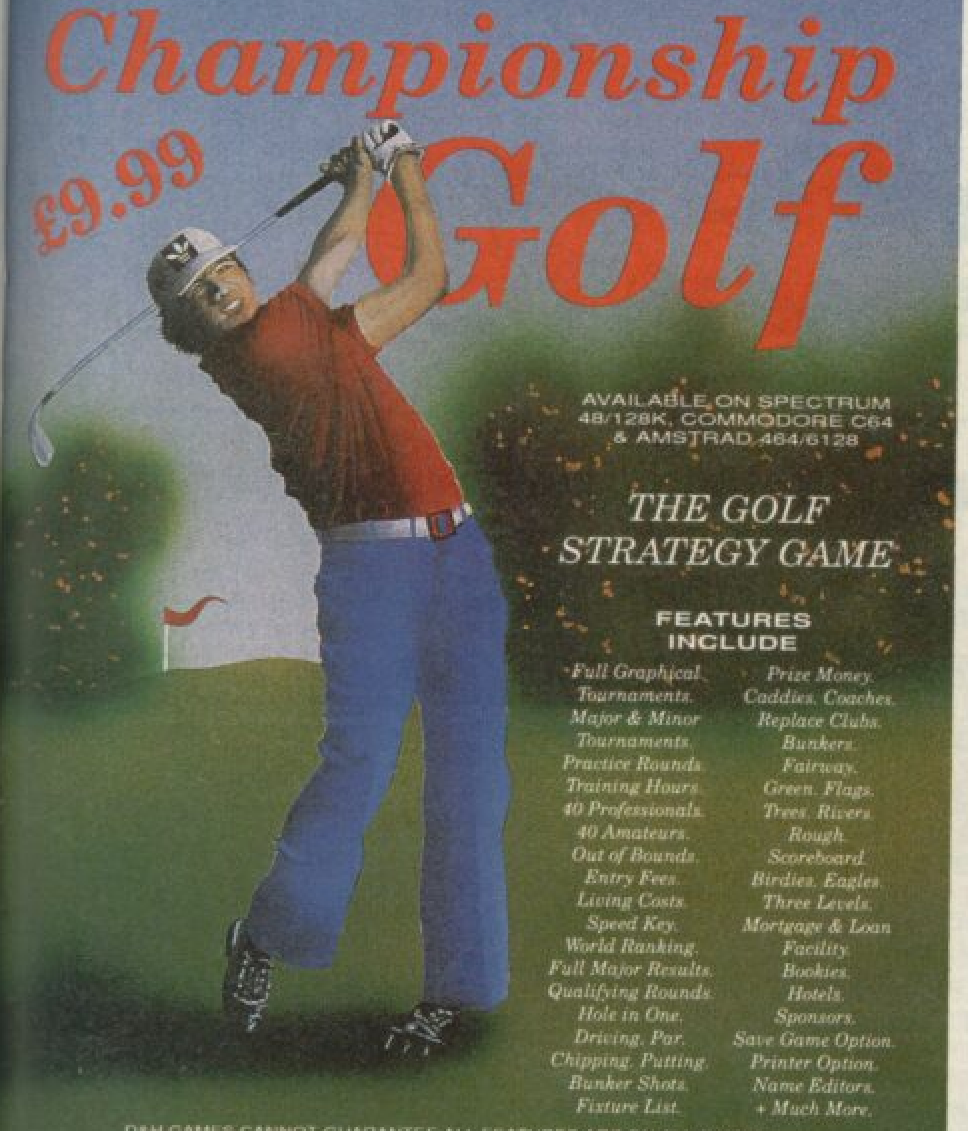
In my review of *Diablo!* in the July issue, I seemed to make quite a strange remark that began, "The 128K version naturally has more features than Level 9 or Magnetic Scrolls games with a more complex SAY TO command. . ."

Before the letters from the Level 9 lawyers and Rumpole of the Scrolls start flooding in, I'd like to point out that what I originally wrote was, "The 128K version naturally has more features, with a more complex SAY TO command and a more versatile FOLLOW command, as you get with a Level 9 or Magnetic Scrolls game — see, I told you *PAWS* could produce the goods, in the right hands."

As you can see, a few vital words seem to have disappeared on the way. So who's got them? Come on, own up then. Who took them while I wasn't looking?

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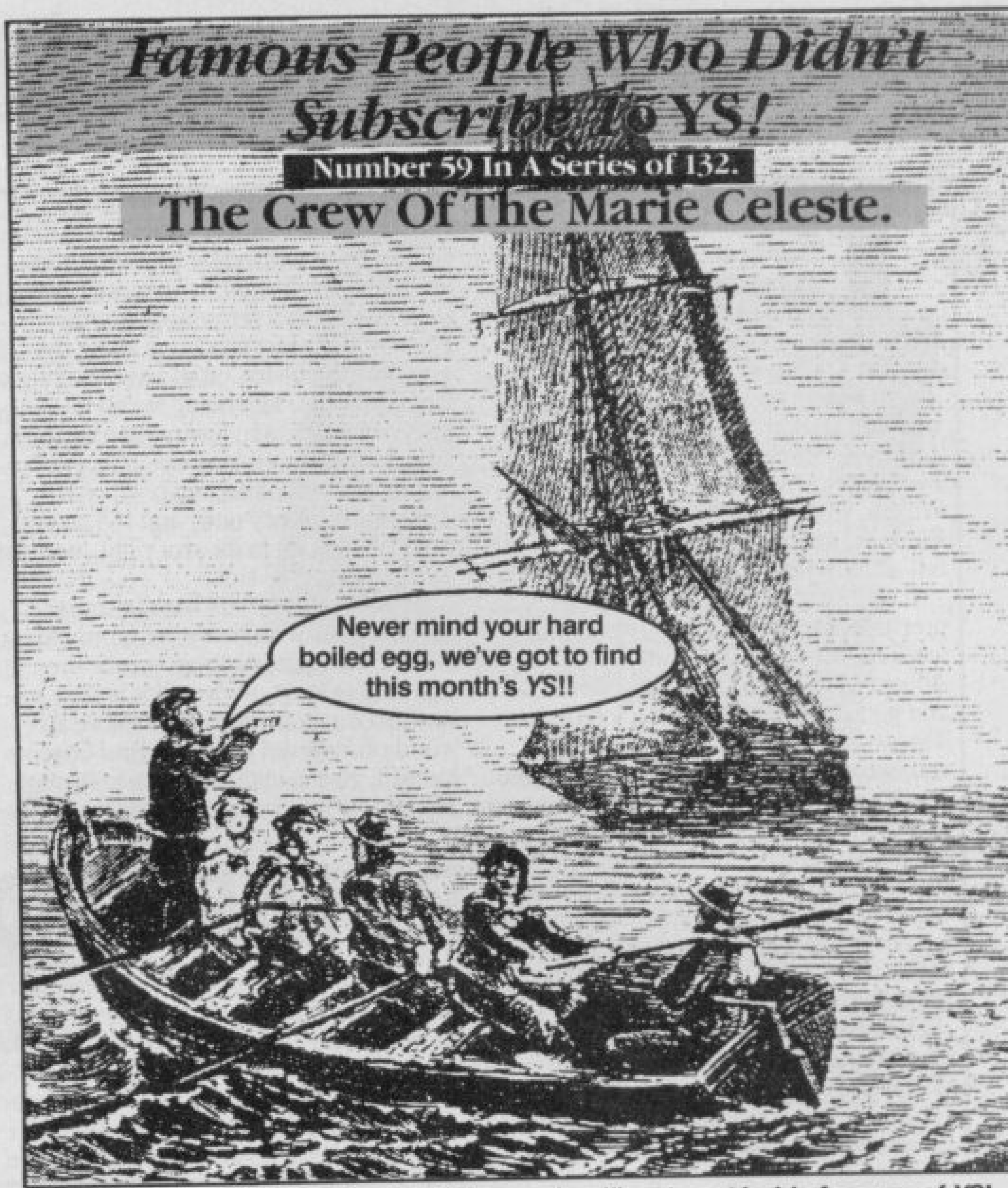
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"The dreams of children are the games of men." So says the Balrog at the start of his new game, and who am I to argue? This latest from the Zenobi stable (they can't afford a house yet) is another double-sider, with two full-length adventures on one tape — terrific value for money. On the 'B' side is *A Legacy For Alaric,* which is the first Zenobi game not to be written by John Wilson. Instead it's by a certain Palmer P Eldritch, and for the usual used fiver I'll tell anyone who that really is.

It's a text-only tale done on *PAWS,* and pretty spanky it is too. You're late for work on your first day at the Adventurers' Guild, but that doesn't stop you getting lumbered with a job to do. The wise wizard Emril is dying and wants to leave his legacy to his only heir, Alaric, who's unfortunately held prisoner in a castle dungeon on an island in the middle of a lake — does something tell you this ain't gonna be easy? It could be worth it, though, for if you succeed you'll cop for one-tenth of the legacy (less the usual 70% for the Guild pension scheme, running costs and stuff).

Dumped at the side of a road in a snow-covered landscape, you're thankfully wearing a thick coat and shoes, and your hessian sack contains those oh-so-familiar objects, a rope and a torch. Mind you, the torch doesn't work. Typical Guild craftsmanship. The game's been written by someone who loves his adventures, with quite a few tongue-in-cheek references to other games, and a few send-ups along the way. The problems often have the ring of familiarity too, like being asked to deliver a letter, and having to hide in a bush to catch someone opening a door. But as well as something borrowed there's also plenty new, and the game easily stands up in its own right, not just as a giveaway 'B' side.

The 'A' side sees us back in more familiar Zenobi territory, with our old chum Bulbo putting in an appearance right at the start — even if it is only in the introduction. He can't explore the world of *Retarded Creatures And Caverns* himself, as the invite he gets to turn up at Castle Toidi on the 25th sadly clashes with him having to receive some sort of adventure club award on behalf of Zenobi Software. So Bulbo nips next door and persuades his neighbour Algernon to go to the castle in his place. If you think Algernon isn't a very heroic name you're dead right. But it suits him!

Pretty soon he's before the great oak door of Castle Toidi — first problem, how to get through it? Bulbo's given him a map, but that's no use as it's completely blank except for the words "Drawn by Krazy Kez Gray" at the top. At first I thought we were in for another one-location Zenobi game, and it took me an enjoyable half-hour to examine everything I could find and work out how to get the door to open. . . and stay open. A wider vocabulary would have helped, as I was on the right track but couldn't quite phrase it to suit the program.

Once inside the castle you find a dragon sitting on the biggest pile of gold you've ever seen in your life, and beyond the dragon is a tunnel. No prizes for guessing what the next problem is. In order to get to the tunnel you have to satisfy the dragon (oo-er), and also deal with the problem of the handle on the wall. If you just PULL HANDLE you get fried alive, so you have to devise some way of standing back from it — like maybe a length of rope or something similar? Now try as I might I couldn't find

HERE'S MUD IN YOUR SPECS

Lots of readers have told me they're interested in multi-user adventures, and asked me why I don't cover them. There are various reasons for that. One is that I was distinctly underwhelmed by the one (nameless) example I tried to play. Another is that I don't like the idea of other characters wandering round a game with the potential to kill you at any moment while you've been clocking up a big phone bill trying to progress in the game. And a third reason is that they are still very much a minority interest, restricted to those adventure-loving Spectrum owners who have access to a modem.

But I suppose even minority interests ought to be covered occasionally, and as no multi-user fans have yet risen to my challenge to write their own article about their fave games, I guess I'll just have to do it myself. I've also recently been persuaded to spend some time playing the best-known game of them all, *MUD,* and I have to admit I was pleasantly surprised by it. Though not so pleasant was the jump in my phone bill for the last quarter!

MUD, as if you didn't know, stands for Multi-User Dungeon, and is the brain-child of a Dr Richard Bartle who first helped develop the game on the Essex University computer. You can now dial into *MUD* direct or via Telecom Gold, and find yourself in the unexpected surrounds of an Elizabethan tearoom, where all *MUD* adventures begin. Some of the other players may be around and you can try starting a conversation with them if you like.

MUD isn't in fact one game. There are several going on at the same time, each only able to cope with a certain number of players, and the state of the game you happen to find yourself in will depend on who's been playing and what they've been doing. Each game is re-set from time to time, which means that all treasures are returned to their original positions. After a re-set, the experienced players will therefore be zooming around trying to collect the best treasures. Novices needn't worry though as there are plenty of them for all, and a vast landscape to explore while you set about the task of amassing goodies, surviving combat, gaining experience, and hopefully moving up through the ranks from novice to wizard or witch.

When you join *MUD* you get a *MUD*-pack with a couple of introductory booklets, your own pass card, a full colour poster-map and a credit renewal form. This is the painful part. Each credit lasts for 12 minutes of game play, so if you buy the minimum number, 50, it'll give you ten hours of playing in the *MUD* for £10. Not too pricey, I suppose, and credits are cheaper if you buy in bulk, but on top of that there's the regular phone bill too. *MUD* is available through the Packet Switching Service, so most people will be able to get to it at local call rates. It's also only available at cheap-rate times, so that's good. All in all, it



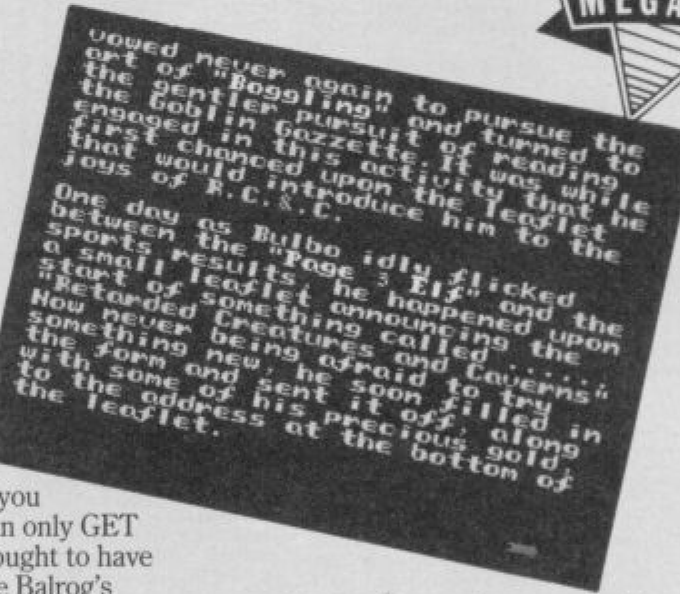
ILLUSTRATION BY SUZE DAWSON

any rope anywhere, so I resorted to the HELP command and after working out the code I read that to get some string you should UNRAVEL VEST. For the life of me I couldn't figure out how you're supposed to know that you're wearing a vest. I went back and played the game from the start, but no mention was made of a vest. I tried to EXAMINE CLOTHES, EXAMINE ME, EXAMINE MYSELF, EXAMINE ALGY, REMOVE COAT and all manner of things, and in the end just typed UNRAVEL VEST to give me that precious piece of string. So come on, Balrog, it's black marks unless you can tell me how you discover the vest. But he may be in the clear — when I'd got the string I tried to drop it only to be told "Not held!" But of course I was holding it, so maybe I'd got my vest in a twist by unravelling it before finding it.

There are the usual amusing

S AND CAVERNS

responses to ordinary inputs like REMOVE BOOTS — "Algy thought about it, but then decided not to, just in case he trod in something squelchy." And as for DROP ALL, you're told "Algy wasn't carrying any 'ALL'. (Sorry, Ekim... hee! hee!)" I may be wrong but I think someone's taking the YEKCIM here. You later find a wand which bears the great piece of advice, "Wave this wand near a dragon's bum, and he'll become your faithful chum."



The parser could have been better as there's a sheet of instructions, but you can't GET SHEET, you can only GET INSTRUCTIONS. There ought to have been room for both, as the Balrog's dispensed with his usual mass of silly inputs in order to concentrate on the program.

But no matter, as well as being up to Zenobi's high standards for humour (and John Wilson's definitely taken over where Delta 4 left off in that respect), *Retarded Creatures And Caverns* also gets full marks for its problem-solving — most funny games are often just 'page-turners' when it comes to the adventure element, but not this one. You have to search and examine everything, look in and under things, push, pull, turn and lift everything in sight, and come up with some pretty imaginative solutions to problems. Top-notch stuff.

YOUR SINCLAIR MEGAGAME

Text
Value for Money
Personal Rating
9

Title	*Retarded Creatures And Caverns*
Publisher	Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX
Price	£2.49

should cost 50p per hour on the phone bill, plus £1 per hour maximum for your credits.

The colour map is useful and shows you the general lay of the land, but a good idea at the start is to familiarise yourself by taking some of the five guided tours that are available. Each of these shows you a different area, with a guide whose comments appear on the screen in brackets, like this:

Path.

You are standing on a path which leads off a road to the north, to a cottage south of you. To the west and east are separate gardens. (This is the entrance to the cottage, which is one of the best places for novices to go as it generally has a lot of novice-grade treasure ('trinkets') lying around in it. Just to make it even easier, you'll notice it doesn't even have a front door. It's not a difficult place to find — simply wander along the road until you stumble across it.)

The guide's comments are often very amusing, as well as informative. These snippets from the guided tours also start to show you that room descriptions are very well written indeed, and often fairly lengthy and excellent at creating a convincing self-contained world.

The commands you'll need are all listed in your Beginner's Companion, which is handy to keep open for reference, but you can also type HELP at any time to be reminded of these. A useful command is WHO, which lists for you all the other people who are currently visible to you in the game. When I first played, having adopted the name of Arnold, the others around included Panther The Wizard, Cheetah The Superhero and Keja The Superheroine.

There are three ways to talk to other players. One is to shout when the message is carried to everyone throughout the land (except for those who've been deafened!), although only those in the same location will know who did the shouting. Seems logical to me. You can also speak, which is a way of chatting to people in the same location, and they'll know who spoke so long as you're not invisible at the time. Then there's telepathy, by which you can transmit a message to anyone over any distance, and only they will be able to hear it.

I thought that having other players around was one of the drawbacks of multi-user games, but in fact it adds to the fun. So I was wrong, what's new? For instance, on my first game I wanted to let everyone know there was a new player around, so I shouted 'SHOUT "Hello from a new player — who hopes you'll be gentle with him!"'

I got various messages back, like 'A pretty girl, dressed demurely in stockings and a high-cut dress, enters the room and tells you, "I will be gentle with you, sweet thing!" With a giggle, she skips away.' Hmm, I thought, these games could be fun!

Adventuring is, of course, the reason you're here, although it does take quite a while for problems to appear. They seem to have just one or two elements, although I'm still a novice and things may well get more complicated the further you advance. I'd welcome any comments from more experienced players.

There's also many a malicious encounter on your journey through the world of *MUD*, with its forests, mountains, islands, swamps, rivers and ruins. You'll meet everything from a zombie to a pesky parrot. The game seems to me to be a combination of adventure, RPG and bulletin board — there is in fact a place where you can leave messages for other players, in the post office/saloon bar section, which you can reach from the main menu at the start of a session. This also allows you to enter the land of *MUD*, consult the *MUD* library, read an intro, examine your account, order credits and see who the player of the month is, amongst many other things.

I certainly enjoyed my introduction to *MUD*, but I can't see myself becoming a regular addict. Not that there's anything too wrong with it, just that it ain't quite my cup of tea. The cost is high compared to the average price of a Spectrum adventure these days, which you can play for hours on end. But if you are a member of the E-mail elite, or get yourself a modem for other reasons, then it's certainly worth trying. As its organisers boast, "You haven't lived until you've died in *MUD*."

For further information on *MUD* contact MUSE Ltd, 34 Grantham Road, Great Horkesley, Colchester, Essex CO6 4TU (0206-272633).

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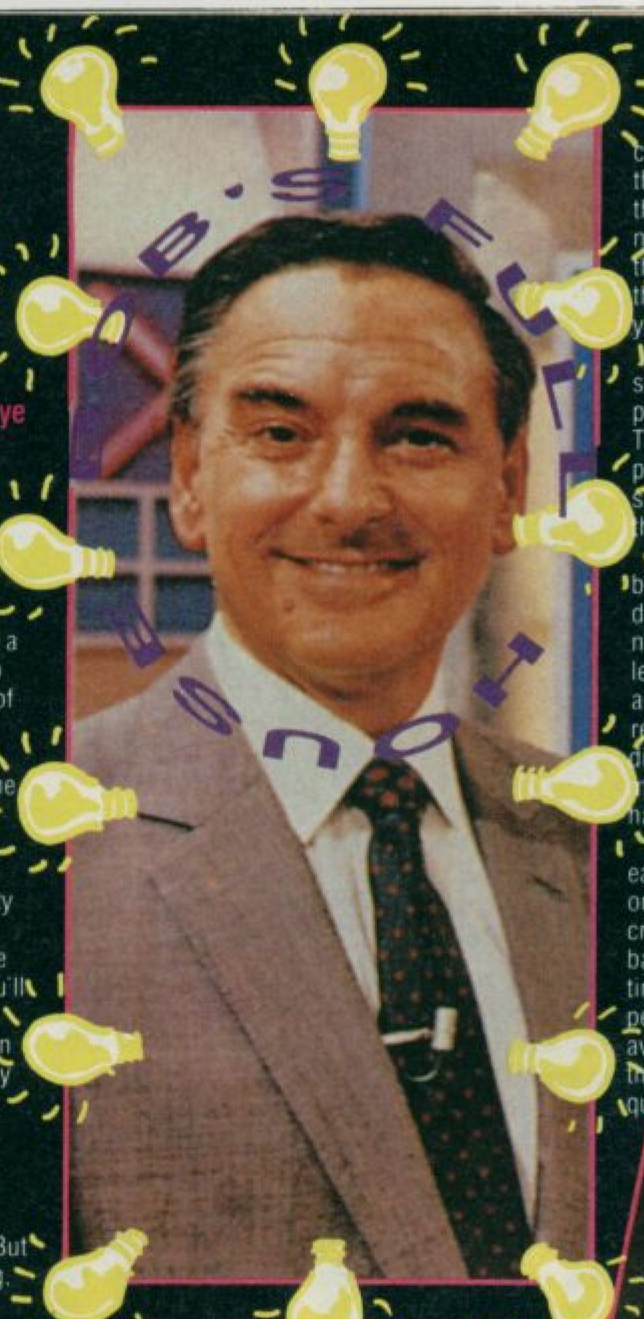
Marcus Game shows? I love 'em. And of the 546 currently shown on British TV, there's none better than *Bob's Full House*, as presided over by Mr Sincerity himself, Bob Monkhouse. "Certainly is, Marcus (eyebrow quivers), and I wonder (cheek twitches) if you can tell me (right eye pops out) what is the capital of Botswana (gleaming smile)? No, I'm afraid you're wallied..." And so on.

So why is it so good? Well, it doesn't have Henry Kelly in for a start, nor Nick Owen, nor Richard *Countdown* Whitely – yup, it's Bob himself. He's fast, he's slick, he's smoother than a whippet's jobby, and he asks those questions so quickly you don't have time to realise that most of the contestants have IQs so low it's fairly staggering that they can breathe and talk at the same time. So would you like the CD player or the all-in-one hoover-and-hi-fi-video...?

Domark, in its usual clever way, has decided that the world would be much poorer (as indeed would it) if it did not convert all this fun and jollity into a Speccy game for up to four players, and thus *Bob's Full House* has arrived encased in the usual double cassette box. Now at this stage you'll probably know whether you're going to be interested in this or not. Do you like quizzes? Can you spell 'Manchester United'? And do you really want to go on holiday in Malawi?

Of course the prizes in this Speccy version of the game are purely theoretical, a point that has been stressed in the instructions, just in case some clever Trevor writes in and insists on actually going to Malawi at Domark's expense. But as quiz games go, this is pretty good – providing, that is, you play it with friends. Unlike *Triv*, this one's pretty dull for one player.

So, there are four of you with your fingers on the buzzers (well, certain buttons on the Speccy). First Bob asks you some quickfire quezzies to fill up your corners (remember, it's a bingo game and you've got a card of numbers to fill up). When one of you has all four corners lit up, you move to the second round, in which you each get questions in turn and seek to light up your middle row (you get a choice of subjects for each number – you can also take other people's questions if they get them wrong). After that it's fingers on the buzzer time again as you try to fill up the rest of your card. If you get there first, bingo!



Or rather, you get to Bob's Golden Card and a chance to win a holiday. Here you have questions thrown at you with a time limit in which to answer them. Every time you get one right, you select a number on the card, behind which there's either that number's value in quiddies or a letter. Pull all the letters together in the time allowed and that's your holiday destination!

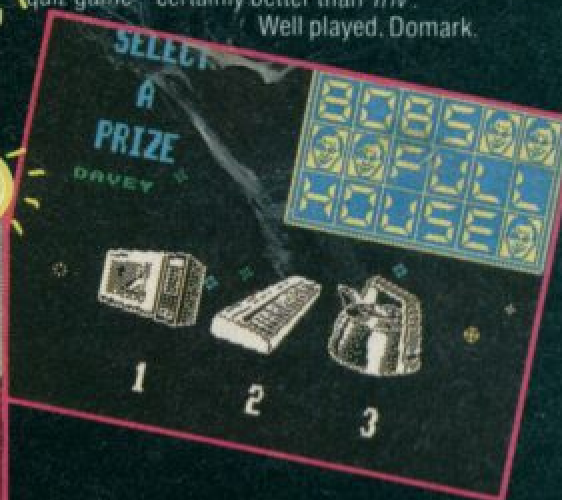
Well it's not, of course, which comes as something of a disappointment however often you play the game, but it's no less difficult for all that. The computer is genuinely random about where it puts the letters (as opposed, I've always suspected, to its TV equivalent), so more often than not you'll get it wrong. Challenging stuff.

As indeed is the main gameplay. When you've buzzed your buzzer to answer a question, you don't get a multiple choice of answers but just a number of dashes which show you how many letters the answer has. You then have to type in the answer, which assumes that you can spell reasonably well. Certainly this may be seen to discriminate against readers of other Speccy mags I could mention, but I'm sure *YS* fans will have no trouble.

Against the computer this is all a little on the easy side, but against your mates it's a giggle. My only real complaint is that questions do seem to crop up again and again – I've been asked whose backing group the Jordanaires were at least three times so far, which seems a little careless – but perhaps booster packs will eventually be made available (well, either that or they won't). But on the whole it's a well programmed and entertaining quiz game – certainly better than *Triv*.

Well played, Domark.





Try as he might, Bob fails to resuscitate his brain-dead contestants by flaring his nostrils oh so sincerely.

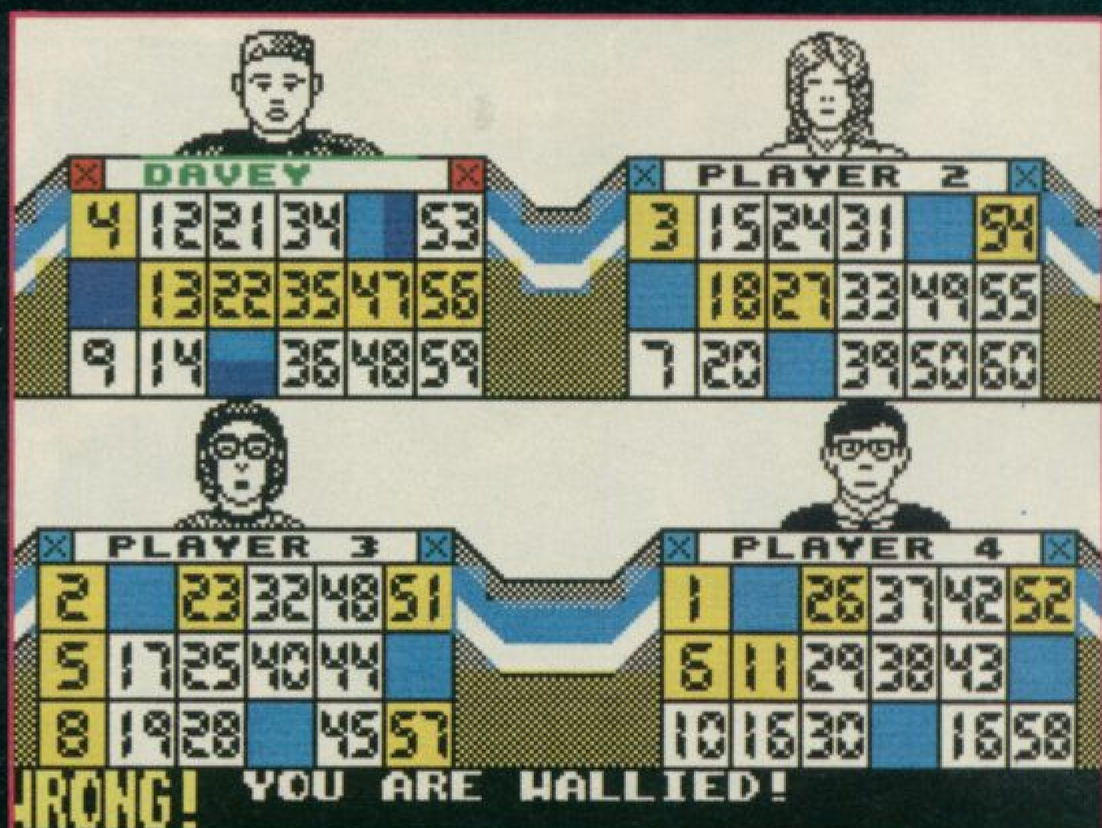
final

LIFE EXPECTANCY	GRAPHICS
62°	75°
INSTANT APPEAL	**ADDICTIVENESS**
80°	79°

Diagnosis

Surprisingly entertaining and challenging computer version of the TV quiz show. Not perhaps a long laster, but great fun in multi-player mode.

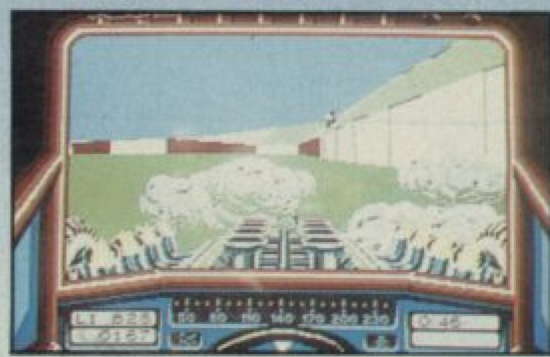
80° verdict



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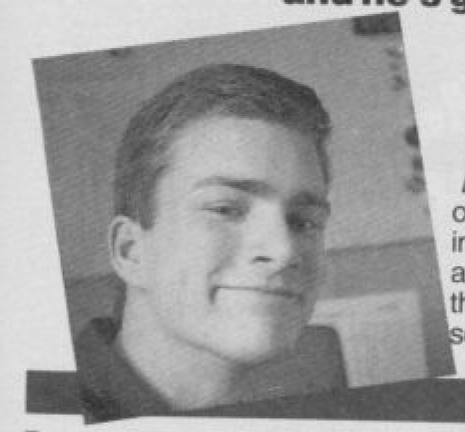
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PROGRAM PITSTOP

Ever been lost on a morass? Irritated by an inculcation? Well, *Jonathan Davies* has, and he's got the thesaurus to prove it. Go grab that vocab, JD!



Ah! You're here at last. Please step into my haven of peace and tranquillity amidst the veritable morass of throbbing lasers, alien invaders and other distasteful artifacts that forms the rest of the mag. For this is Pitstop, the section for the more discerning reader.

First off the mark this month is **C Joyce**, whose *Toolkit* performs a number of useful, menu-driven functions and achieves them all in under a K. **Michael Holdstock** also puts in an appearance with *Avaunt*, guaranteed to add a bit of sparkle to any previously anticlimactic games you may have tucked away.

Finally, there's the second half of *Setsearcher*, **Antony Purvis**'s meisterwerk, along with full instructions.

So, type carefully, and be home before 12.

TOOLKIT

by C Joyce

For generations, programmers have been turning to Program Pitstop whenever they're in need of a useful routinette to alleviate in some way the toil of their sordid occupation. You know, a renumber program, a REM deletor, that kind of thing. Wouldn't it be great then if someone came along and combined all these things into one short program, eliminating at a stroke all that messing about with little bits of code here and there?

Well, almost entirely by coincidence (predictable? moi?), that's exactly what **C Joyce** has done. And more, naturally. C's multi-purpose, all-weather *Toolkit* program takes up less than 1K (just) of your memory, and is ready to pop up when required to offer you the following.

Length shows the length of your Basic program.
Memory gives the amount of free memory available.
Ramtop shows the position of, yes, Ramtop.
Renumber does exactly what you might expect, including GOTOs and GOSUBs.
Delete REMS does just that, to give you a bit more breathing space.
Compact removes unnecessary spaces and control codes.
Variables gives a list of the variables currently defined.

Mode d'Emploi

Use the Hex Loader to bash in the Hex listing starting at address 64000, and save the code onto tape. When it's required, the program can be reloaded with LOAD "" CODE and summoned up with RANDOMIZE USR 64000, whereupon a menu will appear offering all the above features at the press of a key.

If you want to change the renumbering values from their defaults of ten and ten,
POKE 64958,x-(256*INT (x/256))
POKE 64959,INT (x/256)
to change the starting value to x and
POKE 64960,y-(256*INT (y/256))
POKE 64961,INT (y/256)
to change the increment to y.

There's also a short Basic demo full of disgusting line numbers, surplus spaces and excess REMs which you can use to try out your new-found programming powers. Now you've got no excuse for sending in mucky, scruffily-numbered programs.

Basic Demo

```
   5 REM TOOLKIT C.JOYCE '89
  67 REM
 233 CLEAR 63999
 444 LOAD ""CODE
```

```
 500 LET ADDRESS=64000
1234 RANDOMIZE   USR  ADDRESS
```

Hex

```
64000 CD 6B 0D C3 7F FA 16 01 =920
64008 06 54 4F 4F 4C 4B 49 54 =556
64016 3A 20 43 2E 4A 4F 59 43 =512
64024 45 20 27 38 39 16 03 06 =284
64032 50 52 45 53 53 3A 16 05 =482
64040 05 31 20 4C 45 4E 47 54 =464
64048 48 16 06 05 32 20 4D 45 =333
64056 4D 4F 52 59 16 07 05 33 =412
64064 20 52 41 4D 54 4F 50 16 =521
64072 08 05 34 20 52 45 4E 55 =411
64080 4D 42 45 52 16 09 05 35 =383
64088 20 44 45 4C 45 54 45 20 =499
64096 52 45 4D 27 53 16 0A 05 =387
64104 36 20 43 4F 4D 50 41 43 =521
64112 54 16 0B 05 37 20 56 41 =360
64120 52 49 41 42 4C 45 53 3E =576
64128 02 CD 01 16 01 79 00 11 =369
64136 06 FA CD 3C 20 06 07 21 =599
64144 A6 FA 7E DB FE 23 A6 23 =1251
64152 20 05 5E 23 56 EB E9 23 =755
64160 23 10 EF C3 8D FA F7 01 =1124
64168 C2 FA F7 02 E1 FA F7 04 =1419
64176 01 FB F7 08 19 FB F7 10 =1046
64184 97 FC EF 10 1B FD EF 08 =1185
64192 62 FD 2A 4B 5C ED 5B 53 =971
64200 5C A7 ED 52 E5 06 13 0E =846
64208 13 CD D9 0D 3E 20 D7 E1 =988
64216 44 4D CD 2B 2D CD E3 2D =915
64224 C9 21 00 00 39 ED 5B 65 =720
64232 5C A7 ED 52 E5 06 12 0E =845
64240 13 CD D9 0D 3E 20 D7 E1 =988
64248 44 4D CD 2B 2D CD E3 2D =915
64256 C9 2A B2 5C E5 06 11 0E =779
64264 13 CD D9 0D 3E 20 D7 E1 =988
64272 44 4D CD 2B 2D CD E3 2D =915
64280 C9 2A BE FD 7C B5 C8 2A =1233
64288 C0 FD 7C B5 C8 2A 53 5C =1167
64296 ED 5B BE FD CD 8B FC 30 =1415
64304 16 46 72 23 4E 73 23 71 =582
64312 23 70 23 E5 2A C0 FD 19 =923
64320 EB E1 CD 80 FC 18 E5 2A =1340
64328 53 5C 23 23 23 23 CD 2A =562
64336 FC D2 F7 FB 54 5D 06 00 =1143
64344 04 23 7E FE 2E 20 03 EB =735
64352 18 EC FE 0E 20 F2 23 23 =872
64360 23 23 23 23 7E FE 3A 28 =618
64368 04 FE 0D 20 EA 78 FE 04 =915
64376 28 10 30 E3 D5 62 6B F5 =994
64384 3E 30 CD 88 0F F1 3C D1 =976
64392 18 EC 42 4B D5 21 00 00 =647
64400 11 E8 03 CD 21 FC 11 64 =859
64408 00 CD 21 FC 1E 0A CD 21 =768
64416 FC 0A D6 30 5F 19 44 4D =789
64424 2A 53 5C 23 23 CD 8B FC =883
64432 38 03 E1 18 99 7E B9 30 =820
64440 07 23 23 CD 80 FC 18 EB =921
64448 23 7E B8 38 F5 2B 2B 4E =810
64456 2B 66 69 C1 C5 E5 11 E8 =1116
64464 03 CD 13 FC 11 64 00 CD =801
64472 13 FC 1E 0A CD 13 FC 1E =817
64480 01 CD 13 FC 03 97 02 03 =636
64488 02 03 E1 7D 02 03 7C 02 =486
64496 03 97 02 E1 C3 4E FB 2A =947
64504 53 5C 23 23 CD 8B FC D0 =1049
64512 54 5D 23 23 CD 80 FC E5 =1061
64520 37 ED 52 2B EB 73 23 72 =916
64528 E1 18 E7 3E 30 A7 ED 52 =1076
64536 38 03 3C 18 F8 19 02 03 =421
64544 C9 0A 03 D6 2F 3D C8 19 =761
64552 18 FB 7E CD 8B FC D0 FE =1459
64560 EA 20 08 23 7E FE 0D 20 =739
64568 FA 23 23 23 23 23 18 EA =683
64576 FE 22 20 09 23 7E FE 22 =778
64584 20 FA 23 18 DD FE 0D 28 =869
64592 E8 CD B6 18 28 D4 FE ED =1386
64600 28 18 FE EC 28 17 FE F7 =1121
64608 28 13 FE F0 28 0F FE E5 =1091
64616 28 0B FE E1 28 07 FE CA =1033
64624 28 03 23 18 B5 23 7E FE =698
64632 30 38 AF FE 3A 30 AB C9 =1011
64640 7E CD B6 18 28 F8 FE 0B =1095
64648 23 20 F5 E5 D5 ED 5B 4B =1157
64656 5C A7 ED 52 D1 E1 C9 2A =1255
64664 53 5C 18 1F E5 23 23 4E =607
64672 23 46 23 7E FE 21 38 FA =859
64680 FE EA 20 1A 03 03 03 03 =558
64688 E1 C5 CD 18 10 C1 0B 78 =991
64696 B1 20 F6 ED 5B 4B 5C A7 =1117
64704 ED 52 D0 19 18 D6 23 7E =951
64712 FE 0B 20 08 E1 09 23 23 =611
64720 23 23 18 E7 FE 0E 20 07 =632
64728 23 23 23 23 23 18 E7 FE =684
64736 21 38 E3 FE 22 20 08 23 =679
64744 7E FE 22 20 FA 18 B7 FE =1189
64752 3A 20 D3 54 5D 23 7E FE =893
64760 0D 28 D1 FE 21 38 F6 FE =1105
64768 EA 20 EC 62 6B C5 CD 18 =1133
64776 10 C1 0B 7E FE 0D 20 F5 =890
64784 E1 23 23 71 23 70 28 28 =641
64792 2B 18 A0 2A 53 5C 23 23 =514
64800 ED 5B 4B 5C A7 ED 52 D0 =1189
64808 19 E5 4E 23 46 23 7E FE =852
64816 0D 20 08 E1 71 23 70 09 =547
64824 23 18 E3 FE 0E 20 07 23 =628
64832 23 23 23 23 18 E7 FE 22 =683
64840 20 0C 23 7E FE 22 28 DD =754
64848 FE 0D 28 DF 18 F4 FE 21 =1085
64856 30 B3 C5 CD 18 10 C1 0B =905
64864 18 CC FD CB 02 86 2A 4B =937
64872 5C 3E 0D D7 3E 20 D7 7E =817
64880 FE 80 C8 CB 7F 28 3C CB =1215
64888 77 28 1D CB 6F 28 09 D6 =765
64896 80 11 13 00 D7 19 18 E1 =653
64904 D6 60 D7 3E 24 D7 3E 28 =940
64912 D7 3E 29 23 5E 23 18 EC =742
64920 CB 6F 28 13 D6 40 D7 23 =901
64928 7E CB 7F 20 03 D7 18 F7 =977
64936 D6 80 11 06 00 18 D5 D6 =816
64944 20 18 DA CB 6F 20 F3 C6 =1061
64952 20 D7 3E 24 18 D5 0A 00 =592
64960 0A 00 00 00 00 00 00 00 =10
STOP
```

AVAUNT

by Michael Holdstock

I'm sure you're familiar with the problem — your cosmic warrior is struck by an alien death ray, he clutches his stomach, sinks to his knees and dissolves into a pool of slimy puss. Then what? "You are dead. Do you want another go (Y/N)", or something along those lines. Pathetic really.

But this need no longer be a problem thanks to **Michael Holdstock**'s *Avaunt*, which will provide a fitting climax to, well, anything you care to write really, making it almost a pleasure to lose your last life.

What To Do

For those who remain ignorant, despite my incessant inculcations, the idea is to type in the Basic bit and save it. Likewise the Hex, with assistance from the Hex Loader.

The Basic provides a demo of what happens, so I don't need to explain it all. Phew.

What? You really want to know? Right, once your hero has expired, RANDOMISE USR 60000. The screen will then explode into a frenzy of multicoloured Game Overs, with suitable sonic accompaniment. After a few seconds the screen will fade to black, and you can have another bash at the Xorktrons or whatever.

As if that wasn't enough, the routine also generates its own character set, which you can use in your own programs. Details of this are given within the Basic.

Basic Loader

```
  10 REM ***'A V A U N T'****
  20 REM
  30 REM BY MICHAEL HOLDSTOCK
  40 REM
  50 REM MACHINE CODE:-60000,199
  60 REM
  70 REM DEMONSTRATION
  80 CLEAR 6e4-1: LOAD ""CODE
  90 BORDER 0: PAPER 0: INK 7: C
LS
 100 RANDOMIZE USR 60094
 110 PRINT AT 2,8; INK 7; BRIGHT
 1;"'A V A U N T'"
 120 PRINT AT 10,0; INK 6; BRIGH
T 1;"TO USE THIS NEW CHARACTER S
ET''''INVOKE:-'RANDOMIZE USR' 6
0094''''PRESS ANY KEY FOR AVAUN
T DEMO!"
 130 PAUSE 0: RANDOMIZE USR 6E4
 140 STOP
```

Hex

```
60000 AF CD 98 22 21 8D 5C 7E =961
60008 F5 3E 47 77 CD 6B 0D CD =1027
60016 BE EA CD DA EA 3E 02 CD =1350
60024 01 16 06 00 C5 3E 16 D7 =525
60032 CD E7 EA E6 0F 5F CD E7 =1446
60040 EA E6 06 83 D7 CD E7 EA =1486
60048 E6 17 D7 3E 10 D7 CD E7 =1197
60056 EA E6 07 C6 01 D7 01 09 =895
60064 00 11 1E EB CD 3C 20 CD =784
60072 0C EB C1 10 CF CD F4 EA =1346
60080 21 00 3C 22 36 5C F1 32 =564
60088 8D 5C CD 6B 0D C9 21 00 =792
60096 3D 11 27 EC 01 00 03 7E =483
60104 CB 2F B6 12 13 23 0B 78 =635
60112 B1 20 F4 21 27 EB 22 36 =848
60120 5C C9 3A 78 5C 6F ED 5F =1006
60128 E6 1F 67 32 76 5C C9 2A =867
60136 76 5C 23 3E 1F A4 67 22 =639
60144 76 5C 7E C9 06 04 21 00 =580
60152 40 11 00 18 E5 CD E7 EA =1004
60160 E1 A6 77 23 1B 7A B3 20 =905
60168 F3 10 EB C9 CD E7 EA E6 =1595
60176 03 16 00 5F CD E7 EA 26 =828
60184 03 6F CD B5 03 C9 47 41 =840
60192 4D 45 20 4F 56 45 52 00 =494
STOP
```

SETSEARCHER Pt2

by Antony Purvis

Here is the second half of **Antony Purvis**'s staggeringly wonderful *Setsearcher*. This makes him the first contributor ever to have appeared in three Pitstops in a row. Probably. If you missed last month's issue with the first batch of Hex in, order a back issue right away.

Typing It In

Assuming you've made a copy of the Basic Loader, and maybe some of the Hex, now is the time to enter the rest of the Hex dump and save it after the Basic. Then type in the second Basic listing and save the code it generates (a character set) after the Hex.

Then, to install it into your multiface, reload from the beginning of the tape. When prompted, make sure the multiface is activated and then press a key. The computer will reset, and you'll be able to load in the program containing the character set you're after.

Instructions

Having done that, press the multiface button. As long as you haven't made a complete oreille de cochon of the thing, a radically different menu will pop up. If the program has successfully located the game's font it will appear at the top of the screen and you'll be able to save it out by pressing S.

If, however, you get a load of garbage on the screen, fear not. It's time to go over to manual. Using keys one and Z, whizz through the memory until you find the set. Then, fine-tune with Q and A until it's just right. The set should start with a space, then an exclamation mark and so on. You should also see '12345 CAPITALS small' lower down the screen (although some games omit the lower case). Then press S to save it, typing in a filename first, and either go hunting for another set or press R to return to the action.

To use the set in your own programs, choose an address to store the set at (64500 would do, but I'll put x to save on typing) and do the following.

CLEAR x-1
LOAD " " CODE x
POKE 23606,x-256*INT (x/256)
POKE 23607,INT x/256-1

Hex Part Two

```
40872 FE D3 FE 01 0E 38 08 6F =912
40880 C3 BC 23 7A B3 28 0C DB =992
40888 6E 00 7C A0 67 3E 01 37 =628
40896 C3 BA 23 AC 18 F4 79 CB =1148
40904 78 10 FE 30 04 06 42 10 =530
40912 FE D3 FE 06 3E 20 EF 05 =1063
40920 AF 3C CB 15 C2 C9 23 18 =916
40928 DB 23 06 31 3E 7F DB FE =973
40936 1F D0 7A 3C C2 B3 23 06 =835
40944 38 10 FE C9 2E 2F 11 FF =895
40952 FF 01 FE FE ED 78 2F E6 =1398
40960 1F 28 0E 67 7D 14 C0 D6 =739
40968 08 CB 3C 30 FA 53 5F 20 =779
40976 F4 2D CB 00 38 E6 7A 3C =960
40984 C8 FE 28 C8 FE 19 C8 7B =1296
40992 5A 57 FE 18 C9 C5 D5 E5 =1295
41000 CD F4 23 7B FE 27 28 2D =985
41008 FE 18 28 29 FE FF 28 25 =945
41016 7A FE 27 28 09 FE 18 28 =782
41024 0A 21 61 A0 18 08 21 88 =501
41032 A0 18 03 21 AF A0 D5 11 =785
41040 00 7C ED 52 D1 16 00 19 =699
41048 7E E1 D1 C1 C9 36 00 18 =1040
41056 F8 62 68 79 3A 35 74 67 =897
41064 76 6E 6A 75 37 34 72 66 =774
41072 63 6D 6B 69 38 33 65 64 =728
41080 78 0E AC AF 39 32 77 73 =694
41088 7A 20 0D 70 30 31 71 61 =586
41096 42 48 59 36 35 54 47 56 =575
41104 4E 4A 55 37 34 52 46 43 =563
41112 4D 4B 49 38 33 45 44 58 =557
41120 0E 4C 4F 39 32 57 53 5A =536
41128 20 0D 50 0C 31 51 41 2A =374
41136 5E 59 26 25 3E 47 2F 2C =402
41144 2D 55 27 24 3C 46 3F 2E =444
41152 2B 49 28 23 45 44 60 06 =438
41160 3D 38 29 40 57 53 3A 20 =485
41168 0D 22 5F 21 51 41 C5 D5 =731
41176 E5 26 00 6F 29 29 29 ED =738
41184 5B F0 3B 19 25 ED 5B FE =1042
41192 38 06 08 7E 12 23 14 10 =288
41200 FA ED 5B FE 3B 13 ED 53 =1230
41208 FE 3B E1 D1 C1 C9 7E FE =1521
41216 0D C8 CD D6 24 23 17 F6 =973
41224 F5 D5 11 00 7C C6 00 ED =1034
41232 52 D1 F1 C9 53 45 54 20 =1001
41240 4E 41 4D 45 3F 20 3E 20 =478
41248 20 20 20 20 20 20 20 20 =256
41256 20 3C 00 53 54 41 52 54 =503
41264 20 54 41 50 45 20 26 20 =432
41272 48 49 54 20 41 20 4B 45 =502
41280 59 08 03 20 20 20 20 20 =265
41288 20 20 20 20 20 00 03 00 =163
41296 C0 00 80 31 32 33 34 35 =575
41304 20 43 41 50 54 49 41 4C =542
41312 53 20 73 6D 61 6C 6C 08 =665
41320 17 17 17 17 17 17 17 17 =184
41328 17 17 17 17 17 17 17 17 =184
41336 17 17 17 17 17 17 17 17 =184
41344 17 17 17 17 17 17 17 17 =184
41352 0F 0F 0F 0F 0F 0F 0F 0F =120
41360 0F 0F 0F 0F 0F 0F 0F 0F =120
41368 0F 0F 0F 0F 0F 0F 0F 0F =120
41376 0F 0F 0F 0F 0F 0F 0F 0F =120
41384 17 17 17 17 17 17 17 17 =184
41392 17 17 17 17 17 17 17 17 =184
41400 17 17 17 17 17 17 17 17 =184
41408 17 17 17 17 17 17 17 17 =184
41416 0F 0F 0F 07 07 07 07 07 =80
41424 07 07 07 07 20 20 20 20 =156
41432 20 20 20 20 20 20 20 20 =256
41440 20 20 20 20 20 20 20 20 =256
41448 0F 0F 0F 07 07 07 07 07 =80
41456 07 07 07 07 30 30 30 30 =220
41464 30 30 30 30 30 30 30 30 =384
41472 30 30 30 30 30 30 30 30 =384
41480 28 28 28 28 28 28 28 28 =320
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41520 07 07 07 07 07 07 07 07 =56
41528 07 07 07 07 07 07 30 30 =138
41536 30 30 30 30 30 30 30 30 =384
41544 0F 0F 0F 07 07 07 07 07 =80
41552 07 07 1F 1F 1F 1F 1F 1F =200
41560 1F 1F 1F 1F 1F 1F 1F 1F =248
41568 1F 1F 1F 1F 1F 1F 1F 1F =248
41576 20 31 20 2B 32 35 36 20 =345
41584 20 20 20 20 20 20 20 20 =256
41592 20 20 20 20 20 20 20 20 =256
41600 20 20 20 20 20 20 20 20 =256
41608 20 51 20 2B 31 20 20 20 =333
41616 20 20 20 20 20 4F 50 54 =403
41624 49 4F 4E 53 20 3A 3C 42 =529
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41648 3A 20 20 20 20 20 20 20 =282
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41664 3E 41 56 45 20 53 45 54 =550
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41680 20 20 20 20 20 20 20 20 =256
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41728 27 38 39 20 50 55 52 56 =517
41736 0D 00 00 00 00 00 00 00 =13
41744 00 00 00 00 00 00 00 00 =0
41752 00 00 00 00 00 00 00 00 =0
41760 00 00 00 00 00 00 00 00 =0
41768 00 00 00 00 00 00 00 00 =0
41776 00 00 00 00 00 00 00 00 =0
```

Character Set Generator

```
10 FOR n=0 TO 768
20 POKE 50000+n,PEEK (15616+n)
30 NEXT n
40 SAVE "CHRST"CODE 50000,768
```

What The Hex?

It has come to my attention that an alarming number of you are, how shall I put it, unacquainted with the principles underlying the Hex Loader. In an attempt to remedy this sorry state of affairs, here's what to do.

Type in the Hex Loader and save it (or load in one you prepared earlier). Run it, and you will be prompted for the start address. This is the first five-digit number in the Hex dump (like 60,000 for *Avaunt*). Enter it, and then enter the filename you want the code to be saved under when you've finished.

Now, line by line, enter the Hex. You will be given the address at the beginning of each line, so there's no need to enter that. Type in the 16 letters and numbers that make up each line, but don't put spaces between each one — and press Enter. Then enter the checksum. If the computer coughs up an error, merely type that line in again.

When you get to the bottom of the listing, take a deep breath and press 'STOP' (Symbol Shift and A). Then save the code as directed.

Simple, eh?

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN GO TO
320
 130 IF LEN a$<>16 THEN GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN LET f=1
 160 NEXT j
 170 IF f=1 THEN GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF y>9
 THEN LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN LET z=z-7
 210 LET v=16*y+z
 220 LET cs=cs+v
 230 POKE q+n,v
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT ''"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

Adieu

As the flow of Hex finally peters out it's time for me to sign off, after making my familiar request for contributions. I'd be especially interested if anyone's still doing anything interesting with Basic, to make a change from all these mammoth Hex dumps. It had better be blimmin' good though. Send the stuff to me, paying particular attention to the spelling of my name, at Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE.



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S·L·O·T·S O·F FUN

Jeepers, it's like a furnace here in Castle Rathbone. Plus I'm bored out of my skull. There has to be more to life than moulding little Blu-tac statuettes of Bugs Bunny on my desk, eh Specchums? Hey, I know. Yo, Dunc, David! Wanna come down the arcade? There's *Apache 3*, *Crackdown*, *Willow* and loadsa other stuff. If we all go we can play the games on two player and fight over who gets to review the best ones. (Blimey! I've just realised, this is going to cost us about ten quid each!) Hey, wait for me!

Dunc's Corky Coin-Op

WILLOW

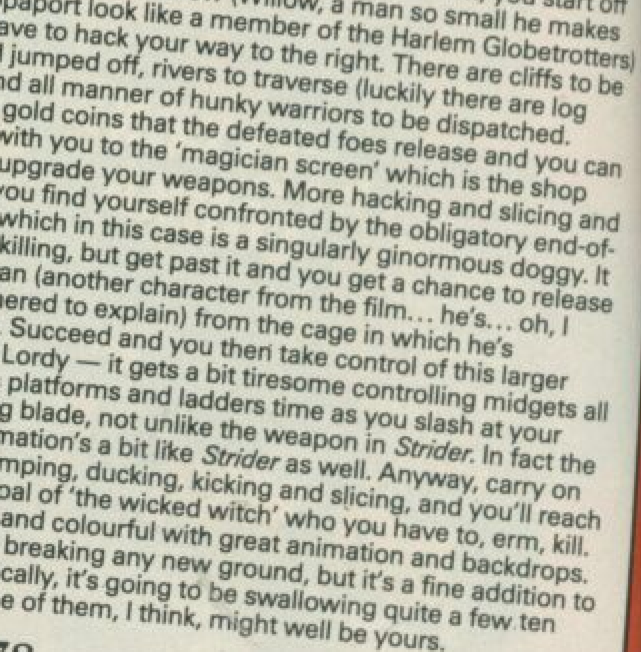
Dunc Well well. It's a coin-op of Matt's 'fave rave', *Willow*. "It's a brilliant film!" he expounded. Not one to be so easily convinced, I asked him exactly how brilliant it was. "Freaking brilliant!" he replied (several billion times in fact). Hmmm, well I didn't buy that, it seemed like a bit of a 'girlie' film to me. Give me a sweaty, epic set in a Siberian saltmine any day. Still, 'girlie' or not, it's brilliant fare for an arcade game — and the kind of thing that's almost bound to be converted down to the Speccy, although it might be a 'trifle late' for a movie tie-in.

It's a side-on viewed beat 'em up. And a jolly nice side-on viewed beat 'em up too. True to the plot of the film, you start off playing the little dwarf fellow (Willow, a man so small he makes David Rappaport look like a member of the Harlem Globetrotters) and you have to hack your way to the right. There are cliffs to be scaled and jumped off, rivers to traverse (luckily there are log bridges) and all manner of hunky warriors to be dispatched. Collect the gold coins that the defeated foes release and you can take them with you to the 'magician screen' which is the shop where you upgrade your weapons. More hacking and slicing and eventually you find yourself confronted by the obligatory end-of-level nasty, which in this case is a singularly ginormous doggy. It takes some killing, but get past it and you get a chance to release Mad Mardigan (another character from the film... he's... oh, I can't be bothered to explain) from the cage in which he's incarcerated. Succeed and you then take control of this larger figure (thank Lordy — it gets a bit tiresome controlling midgets all day long). It's platforms and ladders time as you slash at your foes with a big blade, not unlike the weapon in *Strider*. In fact the character animation's a bit like *Strider* as well. Anyway, carry on in this vein, jumping, ducking, kicking and slicing, and you'll reach the ultimate goal of 'the wicked witch' who you have to, erm, kill.

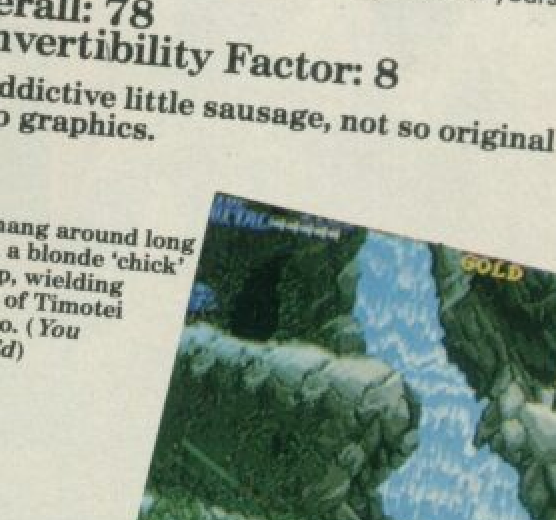
Willow's big and colourful with great animation and backdrops. It's not exactly breaking any new ground, but it's a fine addition to the genre. Basically, it's going to be swallowing quite a few ten pees. And some of them, I think, might well be yours.

Overall: 78
Convertibility Factor: 8

An addictive little sausage, not so original but with fabbo graphics.



If you hang around long enough a blonde 'chick' turns up, wielding a bottle of Timotei shampoo. (*You what? Ed*)



Crikey! Who'd have thought that whacking this ugly brute with a yo-yo would make him look as if he'd gone ten rounds with Tyson

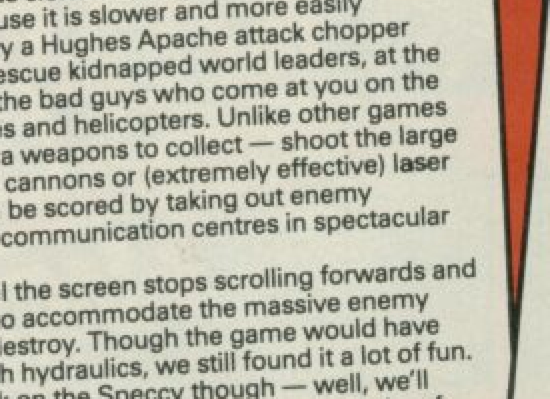
APACHE 3

Matt Whee doggie! Tatsumi has jumped onto the 3D bandwagon with this high speed scroller, and it's a goodie. Though it lacks the sophistication of a hydraulic cabinet (like *Afterburner*) or a vertically scrolling sequence (à la *Thunderblade*), this obvious clone is less spectacular but more playable than either, because it is slower and more easily controlled. Your job is to fly a Hughes Apache attack chopper behind enemy lines and rescue kidnapped world leaders, at the same time as fending off the bad guys who come at you on the ground and in other planes and helicopters. Unlike other games of this type, there are extra weapons to collect — shoot the large red helicopters for bigger cannons or (extremely effective) laser add-ons. Extra points can be scored by taking out enemy airfields, fuel dumps and communication centres in spectacular fashion as you go.

At the end of each level the screen stops scrolling forwards and starts moving sideways to accommodate the massive enemy installation you have to destroy. Though the game would have caused more of a stir with hydraulics, we still found it a lot of fun. As to whether it will work on the Speccy though — well, we'll reserve judgement until we see the job Activision can make of the similar *Galaxy Force* later this year.

Overall: 82
Convertibility Factor: 7

Still a bit uncontrollable, but could work well on the Speccy.



The front end tells you to sneak into the enemy base. Does this look like 'sneaking' to you?

CRACKDOWN

Matt A bit of a change of pace, this one. Very much along the lines of *Alien Syndrome* or the more recent *Xybots*, its thrills don't come from spectacular sound or graphics, but from its *Gauntlet*-esque game play.

You play one of two chaps infiltrating a massive enemy complex so, as in many games of this sort, it only really comes into its own on two player mode. The screen is divided into three, the top segment being a large map of the entire play area, while the bottom portions feature overhead close-ups of the section you're in. Enemies come thick but not too fast, so even if you're out of bullets there's a chance to nip round the corner and pick up a new gun or ammo before they get you. Still, if the worst comes to the worst you can always punch the guards out, though getting close enough to try is tricky.

Overall: 78
Convertibility factor: 8

US Gold already holds the licence — let's hope it can make another *Gauntlet* of it.



Don't you just want to sneak up behind the other player and shoot him in the back? (I do.)

GANG WAR

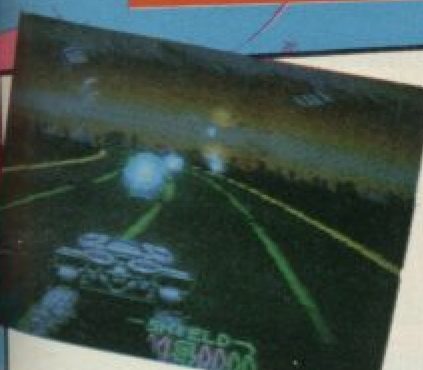
Matt What? Another beat 'em up with a two player option? And set on the streets of New York? Blimey! In this one the big colourful heroes may be slightly dumpy looking and feature an unusual (anatomically impossible) range of fighting moves, but who am I to hold that against them? Enemies come in all sizes and shapes as you make your way across the streets, up ladders onto the roofs of buildings and finally into the (quite hi-tech) enemy headquarters. This features armed and uniformed guards, so there seems to be a lot more going on here than simply gang warfare. Unfortunately, I couldn't be bothered to play long enough to find out. That's it really. Oh yes, one of the heroes is called Jackie, though I suspect that's more of a reference to Jackie Chan than to our own Dep Ed. Could be wrong though.

Overall: 69
Convertibility Factor: 7

Perfectly fun as beat 'em ups go, but aren't we a bit bored of them by now?

Jackie's the one with long dark hair, fact fans.







Is it a bird? Is it a plane? (No, it's a boring grey blob!)

NIGHT STRIKER

Matt The main thing this Taito newie has to recommend it is the very smooth and effective rolling road sequences. The worst thing? Well, that's got to be the central flying car sprite — a grey, unanimated blob that bounces all over the screen. The gameplay itself is *Blade Runner* crossed with *Chase HQ* — you play a cop driving a futuristic flying car (not unlike the Batwing from the new *Batman* movie, in fact) chasing a different bad guy on each level.

Before you reach them though, you've got to speed across the city, taking on various lesser hostiles in the form of cars, lorries, tanks, helicopters and so on. Different levels take place in the centre of town, in the suburbs and in the sky above the city, though the gameplay is more or less the same throughout. All in all, not a bad chase/shoot 'em up, though badly let down by a nasty joystick control and a very undistinguished main sprite. The fact it all takes place at night means they can minimise on backgrounds too (still, what do you expect for only 2 × 10p a shot?).

Overall: 66
Convertibility factor: 7

Not so tricky, though the car will be even more of a blob on the Speccy.

TECMO KNIGHT

David Yaargh! Slash! Punch! Chop! Yo-yo!? Yep, it's another crazy Japanese slash 'em up, this time from Tecmo (hence the title!). Do you remember the TV show *Monkey*? It was a brilliant (well, I liked it!) samurai-type series based upon a Chinese legend, in which the heroes were a monkey (who could fly about on a piece of candy floss!), a pig, a sea monster, and a buddhist prince (who was played by a bald woman!). Anyway, I'm sure that *Tecmo Knight* is probably based on an equally mad Chinese myth. You are a dwarf (*You're not allowed to say that. Ed*), sorry, a person of diminished stature who rides about on the shoulders of a giant! You get to operate the giant, punching and chopping your way through hordes of vicious beasties. At the press of a button, you can change into a person of diminished stature riding on the back of a tiger, armed with a sort of razor-sharp yo-yo device!!

Now a word of warning for anyone with a nervous disposition! *Tecmo Knight* is one of the goriest arcade games I've seen in an eon! After you've punched a baddie and knocked him over, he returns to the fray with the ol' ketchup all over his chops. Yeurrgh! Whack him a few more times and his bloomin' bonce flies off, falls to the floor and rapidly deteriorates into a skull! Collecting the skull icons gives you extra points or changes you into a dragon with a vicious laser flame! It's colourful and action packed. There are loads of neat opponents including bomb chuckers and fire breathers, giant hands and half woman/half snake monsters! There's the usual option for two players to interact which makes for a more enjoyable game. Maybe a slightly poor relation of last month's *Golden Ax* in terms of graphics, but we found it more playable. Not for the sqeamish!

Overall: 78
Convertibility Factor: 7

samurai beat 'em up with a difference, plus extra sauce (of the tomato variety!).

ARCADE NEWS

Crime Fighters is another beat 'em up from Konami, very similar to *Gang War* in plot but quite different in feel. Here the sprites are much smaller and more realistically proportioned, and their fighting moves more realistic. Unfortunately this is let down by bad animation and a very dirty grey look to everything, which may suit the New York setting but is hardly going to make anyone rush to the machine. Still, it is one of the few with a black hero... *Fighting Fantasy* is another Taito cutie like *Bubble Bobble* and *New Zealand Story*. This one features a little superhero in a cape armed with a bubble laser who's let loose in a platform and ladders landscape. Only a matter of time before it hits the Speccy...

Ocean/£12.99 cass/£17.99 disk

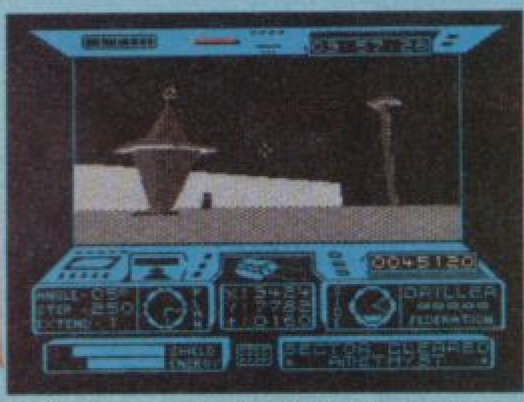


Davey Ah me! Dontcha just love it when a new compilation comes along? And Ocean's *Special Action* compilation is no exception, featuring five games all of which date from within a year or so and scored well on their original release. So let's take a gander.

Driller

Driller was the first of Incentive's *Freescape* games, released in January last year. There have been four thus far, and every single one has been given our coveted Megagame status!! *Freescape* was revolutionary in its day, as was *Driller*, the first game offering a solid three dimensional environment for you to explore. The game is set in the murky future, long after Earth has popped its clogs. The human race now inhabits the planet Evath where essential minerals are being mined from the planet's moons. One of these mining moons has had to be evacuated due to a gas build-up and it's your job to get in there and release the pressure! You get to pilot two types of craft, seek out Rubicon crystals to replenish your energy, and teleport drilling rigs down to your position. With the skill graphics and the massive arcade adventure type gameplay *Driller* will keep you occupied for ages. I do feel though that it seems to be showing its age ever so slightly. For instance, the gameplay seems very slow. But if you like games that demand a bit of intelligence, instead of mindless zap-zap-zap, then *Driller* alone could justify the expense of *Special Action*!

'89 Rating: 90°



Captain Blood

Ah ha, ma hearties, only the plumpest dead alien is good enough for the captain's table! Ha, ha, ha. Yup, it's the spooky *Captain Blood*, programmed by Exxos and released in May. This is the game that Sean reputedly said (according to the back of the box, Trainspotter fans) was "bloody brilliant", except that he didn't, 'cos we're not allowed to say b****y! Hem, hem, oops. Actually, Sean scored it 68°. As Captain Blood, your task is to scour the universe for five clones of yourself. To do this, you whizz about finding lifeforms and then giving them a good grilling. You can explore planets by flying a droid over them, which puts you in the game's arcade flying sequence, and jolly well rendered it is too.

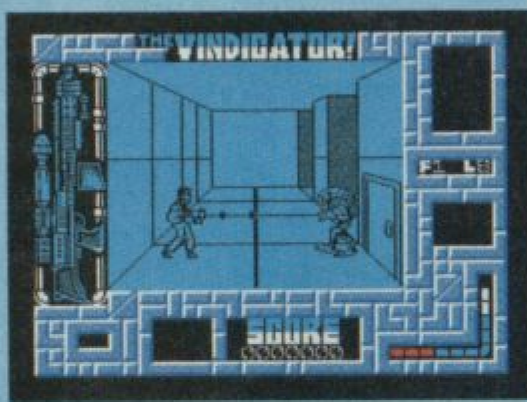
'89 Rating: 75°



The Vindicator

Jonathan gave this game from Imagine a big eight when he first reviewed it in November '88. He said that it was very unoriginal but very playable. A gang of aliens and their chief, Gog(?), have taken over the world. You basically have got to sort out a device (that's military parlance for a bomb!) that'll settle Gog's hash, high-tail it across the planet to Gog's lair, and then let him have it! These three sections then form the three separate parts of the game, the last two being a multiload. The first level is a monochrome shoot 'em up where you run about a computer complex collecting bomb bits. Next comes some mindless zapping, when you fly a plane and later drive a jeep against a horde of foes. And then it's time to descend into the catacombs. It all looks very dated to me (*Already? Ed*) but I think Jonathan's comment about three average games for the price of one good one still holds true (except for the price bit, of course!).

'89 Rating: 70°



SDI

I think David 'Fab Mackerel' McCandless was a trifle hard on this Activision game back in March. I mean he only gave it a six! It's not that bad. The game opens when your *Star Wars* satellite gets deposited in a strategic place in space by your trusty shuttle. Then on come the bombs and things aimed at your homeland which you're aiming to destroy! True to the spirit of *Missile Command* with its joyball control, *SDI* features a weird and trifle-tricky-to-master control system. What you do is move a cursor out from your satellite to a point in front of a missile and then press fire. By clever plotting of your defence laser, you can destroy more than one missile per shot. If you let a missile get past, you'll have to fight a defensive section on the earth, shooting out all the separate warheads. Maybe not a 'rush out and buy' on its own, but as a part of this compilation I'm inclined to score it a little higher.

'89 Rating: 70°

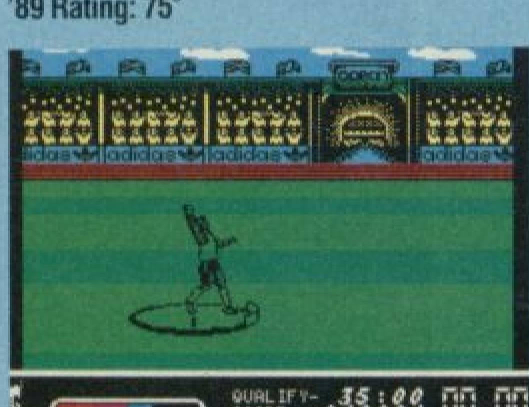


SPECIAL ACTION

Daley Thompson's Olympic Challenge

Well, Macca first looked at this one in November last year and rated it a seven. The graphics were outstanding and the different events sufficiently challenging to push your joystick skills to the limit. A multiload I'm afraid, but there is a large variety of events for Daley to show his prowess in. You start off in the gym, weight lifting, sit-upping and performing squats. Next you move onto Day One, where you get to participate in six events, the 100 metres, the 400 metres, the shot putt, the high jump, the long-jump and the 110 metres hurdle. The Day Two load has the remaining four events. These are the discus, the pole vault, the javelin and the 1500 metres. Some of these events are already familiar from the earlier games, but in a slightly revamped format. Gameplay is basically very monotonous, especially if your joystick waggling co-ordination is a tad squiffy! Mine is, I'm afraid, which means that I always lose! Hem, hem.

'89 Rating: 75°



Erm, and that's that basically! Hurrah! Although *Special Action* costs a bit more than a normal game, it's still actually two squidlies less than a Megagame like *Driller* used to retail for!! Perhaps a rather strange combination in some respects, and not every game here may appeal to you, but at least it doesn't contain any real duffers.

final verdict

LIFE EXPECTANCY	GRAPHICS
65°	75°
INSTANT APPEAL	ADDICTIVENESS
80°	85°

82°

Diagnosis

Largely a thinking person's compendium of popular titles. If you don't have the main games, then it's a veritable barg!

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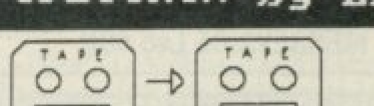
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HARDWARE

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Out this month — Version Two of the *DICE* +3 utility program from KobrahSoft. Our own *Phil Snout* checks to see if it comes up sixes.

Look, I'd love to make some dice jokes, some comment about 'craps', 'yahtee', or even 'ludo', but there's enough room in the rest of *YS* for that kind of stoopidity... *Tipshop* for example. (*You mean there's a joke in* Tipshop? *Incredulous Ed*) Besides, I can't think of any right now. You'll have to insert your own. (Oo-er.)

KobrahSoft has been a fixture of the classified ads since time began. Its products are among the best technical software for the Spectrum — tape to disk/tape to microdrive utilities, back-up copiers, fast loaders, Machine Code disassemblers and even a Z80 Machine Code course. But one of its most interesting programs lately has been the *DICE*, or *Disk Information Copier Editor*, for the +3 computer. Although at first it seems to be just another old disk utility, when you delve deeper into its important little places you discover there's more to it than meets the magic screwdriver.

Say What?

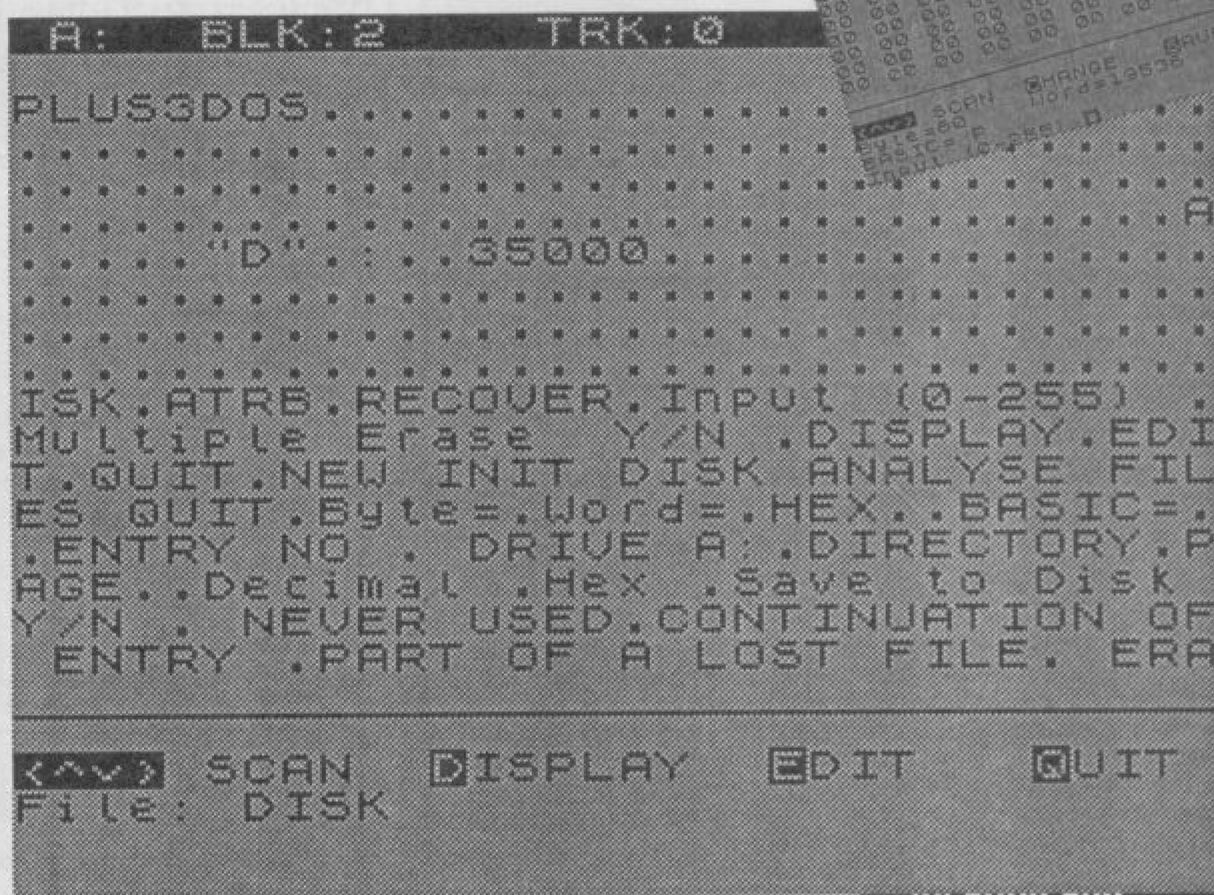
So, why do you need something like this (a 'front end' as they call it) for your +3? Well, not to put too fine a point on it, +3DOS isn't the friendliest of operating systems. Not only does *DICE* give you the powerful control over functions that you usually need from +3DOS, but also allows you control over aspects of the DOS that you can't get at any other way.

Last year the program got rave reviews in the technical press. It was mooted that this was the only technical program worth its salt for the +3. But now Version Two is out, and it's every bit as packed as the original, boasting lots of lovely expanded features. And it's easy to see why when you glance at a list of the Specs. You can examine a disk in Hex or ASCII, and even modify each sector as you go. You can read and write in Spectrum +3/ Amstrad PCW formats and even those of CP/M Plus and Amstrad CPC. You can back-up complete disks and individual files, and the directory listings that you can obtain from the program contain not only the filenames you can see, but all the erased files which may still exist *and* special CP/M format files left on the disk by +3DOS. So you can convert files between different Amstrad formats, recover lost files and generally keep your electronic house in order.

State Of The Art

Although *DICE* has been designed for use with the Spectrum +3, it can look at other formats. This is important as most games and business software, like CP/M, is protected by its non-standard format, which prevents casual copying. The problems arise, of course, when you need a copy of a program that you own legitimately. Disks get damaged in the course of normal usage (using them as beer mats doesn't help, Duncan!), so it's only fair that you should be able to produce a 'working' copy of a program so it can take all the knocks.

DICE is arranged in easy-to-understand menus and in most cases a single key press is enough to action any of the commands. F'rinstance, the Analyse option lets you look at the disk and see what format it is. (You can edit the contents of the disk too, with the Editor option, but it's not a good idea unless you've made a copy. Writing to a commercial disk will surely kill the program and make it useless.) The program is compact, only 13K long, with buffers that let you keep it in memory while using Basic. In each different mode the screen is organised in boxes, each of which handles a different function.





Qué?

Reading manuals usually brings to mind a variation on that famous Basil Fawlty-ism, "Please let me understand before one of us dies." No such problems here. The manual is clearly written and explains all the functions of this complex utility in around 30 pages. Not too much, not too little. Each function is taken step by step, and all one-key options are listed, so you'll be goose-stepping around the keyboard in no time. If only all programs were this well supported with instructions. (Flimsy booklet manufacturers take note.) The book also goes into related topics, like file formats and the structure of disks. It covers in some detail the other file formats that the program supports, like CP/M PCW and CPC, and gives you information about how they differ. Using the information in the manual you could easily copyright your own program by creating it in an alien format! *DICE* is worth the money for that facility alone. Being able to translate disks to related formats in the machine is very interesting too, something you'd expect from 16 bit machines like the ST or Amiga. And not only that, it's a service you'd normally have to pay £15 for.

Guilty Or Not

The verdict? I like this program a lot. Now it has been said of me that I like anything and everything under the sun. Not true. I can't stand fried food, arcade adventures and Rottweilers. Anyway, it's not that I like everything, I just tend not to review bad products. And this certainly reaches the parts other programs cannot reach. If you own a +3 and are interested in technical matters, or use a +3 for game development, then you must get *DICE*. After all, for £12 what can you lose, eh?

For users of the older version of *DICE* who'd like the upgrade help is at hand. KobrahSoft informs me that if you just send back your copy with £5, you'll be sent the new program by return.

What It Does

Here are some of the features available on the new DICE Version Two.

- **Reads disk sectors**
- **M...**

location and disk space used

- **Fast searches disks for a string of up to eight bytes in length**
- **Locks out defective sectors**
- **Features decimal to Hexadecimal calculator**
- **Checks for confirmation before writing to disk**

contact

Product .... *DICE* Version Two
Price £12.95
Contact ... KobrahSoft Software, Pleasant View, Hulme Lane, Hulme, Longton, Stoke-On-Trent ST3 5BH

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MEGAPREVIEW

SUPER WONDERBOY

It's a bird? Is it a plane? No, it's *Super Wonderboy* from Activision. *Jackie Ryan* slips her undies on over her trews and zooms off to Wonderland to investigate the next exciting saga in the adventures of 'Tom-Tom the Won-der-boooooy'!

It's two years now since *Wonderboy* first appeared on our screens, licensed by Activision from the Sega arcade game of the same name. And I can still remember the first time I saw him, when he was a horrid, snivelling, whining br. . .(*Sniiiiiip! Ed*), um, a cute little toddler called Tom-Tom, barely weaned from his mum and still clad in his nappy. His chum Tanya had been kidnapped by a not-particularly-benevolent forest king and Tom-Tom had to battle his way through a multi-level platform adventure in order to save her. It was a bit of a tall order for one so young, I thought — having to travel through deep forests, dark caves and rough oceans, all because the lady loved (*Sniiiiiip! Ed*). But the pre-pubescent hero managed it, was welcomed home as a hero and even given the title of Wonderboy as a reward. Which is ony marginally better than Tom-Tom if you ask me. (*Nobody did! Ed*)

Anyway, everybody's favourite toddler is back for yet more adventures (this time licensed from the Sega arcade follow-up of the same name), only now he's 11 years older (*Doesn't time fly? I remember when he was only knee high to a grasshopper. Sentimental Ed*) yes, yes, yes, and he's a trendy teenager to boot. Well, for Wonderland anyway — 'cos he's cast aside his fetching leopard skin nappy and now sports a rather sophis suit of armour instead. And, boy, will he need it! Since we last saw him, Wonderland has been taken over by a rather ferocious fire-breathing dragon. And, of course, there's only one lad who can save the land from being overrun by the scaly monster and his heinous henchmen — Super Wonderboy!

The game begins as our hero starts wandering around Wonderland in search of the Myconid Master (that's the fire-breathing dragon to you and moi!). He has to explore all 11 levels of the land, from the surface, down through underground caves, out into forests, up into clouds and over water. Not to mention those mazes, towns and villages. On his way he'll have to do battle with many of the monsters that are threatening to overrun his land. So keeping his eyes peeled for nasties like slippery snakes with poisonous venom, blood-sucking vampires and squelchy wrestling mud men is a must!



Yikes! Out of the frying pan and into the fire. Looks like a close brush with Death (one of the end-of-level nasties) is on the cards. Quick, Supe! (*Don't they sell that in Tesco? Ed*) Slurp that revival medicine you bought from the drug store!



As he begins his quest, Super Wonderboy is armed only with a sword and shield. But as he battles his way through this monochrome, horizontal scrolling, platform arcade adventure he can pick up lots of other weaponry along the way. By killing certain monsters and picking up the weapons they leave behind he can collect extra armour, shields and even swords. The weakest in power is Gradious, the strongest Excalibur. He can also pick up other handy monster mashing items such as thunderflashes and whirlwinds, as well as some spanky pairs of boots which give him extra speed or make him fire resistant.

The cynics amongst you are probably thinking, okay, okay, so what's new? Well, quite a lot actually. 'Cos *Super Wonderboy* ain't just another run of the mill, jump, duck, fire, platformy game. Lots of nice touches have been ported across from the arcade version and they all make it pretty strategic.

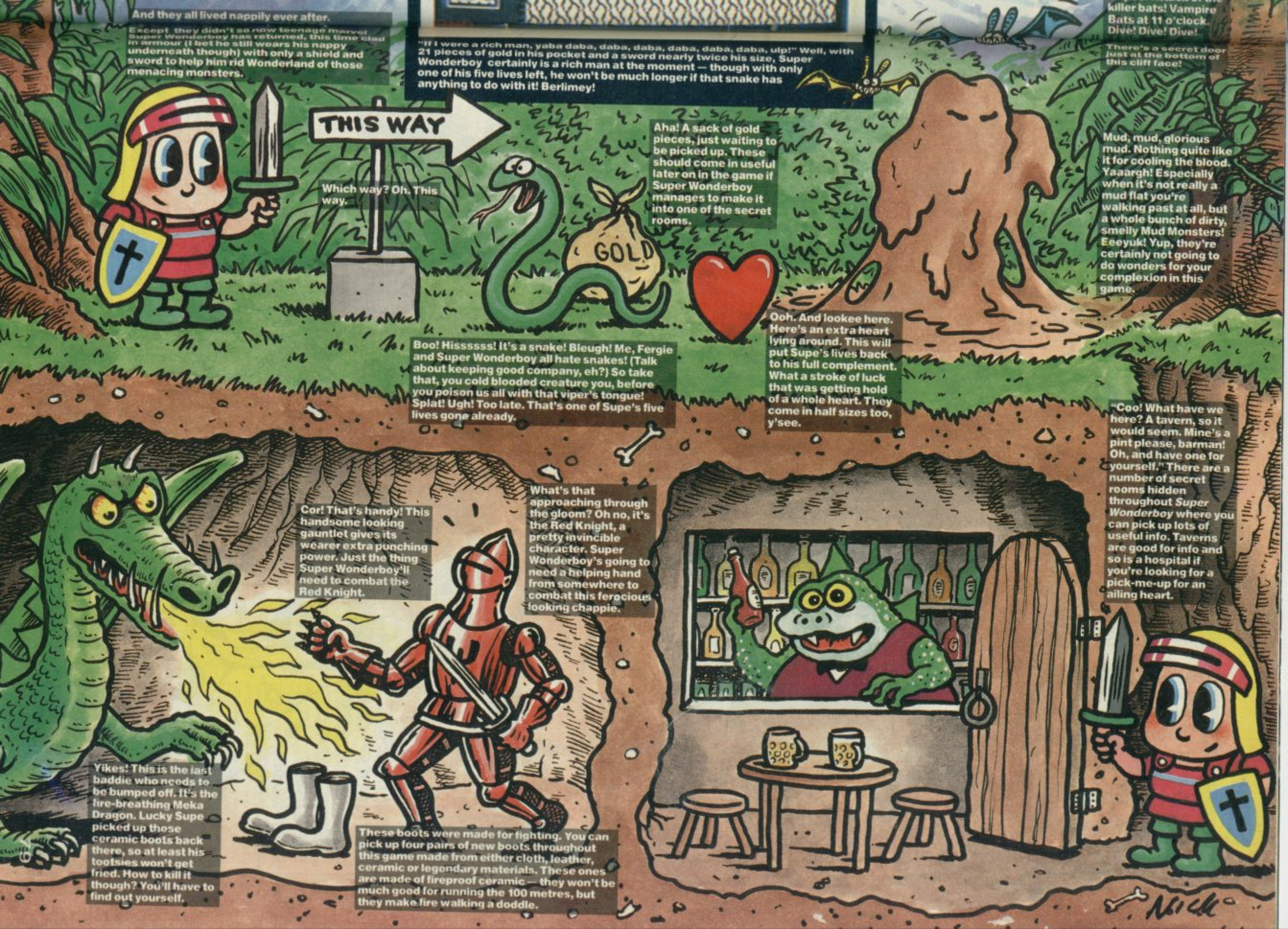
F'rinstance, scattered throughout are numerous visible and not-so-visible doors which lead into secret rooms spread across Wonderland. Have a chat with the inhabitants of these rooms and you could get hold of extra clues and information to help you in your quest. Decide to buy something from them (some of the rooms are taverns and shops and you can pick up gold to spend in them on your travels) and they may be even more forthcoming with their help. (There's nothing like a greasy palm, I always say.) Decide to hang on to your gold though and who knows what you might have missed?

So if you're not the miserly type, and you like a good arcade adventure with a smattering of strategy thrown in, don those diapers and fly down to your local computer emporium to grab a hold of *Super Wonderboy* (oo-er). Up, up and awaaaay!

Game	*Super Wonderboy*
Publisher	Activision
Price	£9.99/£14.99
Release Date	September '89

Cripes! Attack of the killer bats! Vampire Bats at 11 o'clock.

Except they didn't so now teenage marvel



And they all lived happily ever after.
Except they didn't so now teenage marvel Super Wonderboy has returned, this time clad in armour (I bet he still wears his nappy underneath though) with only a shield and sword to help him rid Wonderland of those menacing monsters.
"If I were a rich man, yaba daba, daba, daba, daba, daba, daba, ulp!" Well, with 21 pieces of gold in his pocket and a sword nearly twice his size, Super Wonderboy certainly is a rich man at the moment — though with only one of his five lives left, he won't be much longer if that snake has anything to do with it! Berlimey!
killer bats! Vampire Bats at 11 o'clock. Dive! Dive! Dive!
There's a secret door just at the bottom of this cliff face!
THIS WAY
Which way? Oh. This way.
Aha! A sack of gold pieces, just waiting to be picked up. These should come in useful later on in the game if Super Wonderboy manages to make it into one of the secret rooms.
GOLD
Mud, mud, glorious mud. Nothing quite like it for cooling the blood. Yaaargh! Especially when it's not really a mud flat you're walking past at all, but a whole bunch of dirty, smelly Mud Monsters! Eeeyuk! Yup, they're certainly not going to do wonders for your complexion in this game.
Boo! Hissssss! It's a snake! Bleugh! Me, Fergie and Super Wonderboy all hate snakes! (Talk about keeping good company, eh?) So take that, you cold blooded creature you, before you poison us all with that viper's tongue! Splat! Ugh! Too late. That's one of Supe's five lives gone already.
Ooh. And lookee here. Here's an extra heart lying around. This will put Supe's lives back to his full complement. What a stroke of luck that was getting hold of a whole heart. They come in half sizes too, y'see.
"Coo! What have we here? A tavern, so it would seem. Mine's a pint please, barman! Oh, and have one for yourself." There are a number of secret rooms hidden throughout Super Wonderboy where you can pick up lots of useful info. Taverns are good for info and so is a hospital if you're looking for a pick-me-up for an ailing heart.
Cor! That's handy! This handsome looking gauntlet gives its wearer extra punching power. Just the thing Super Wonderboy'll need to combat the Red Knight.
What's that approaching through the gloom? Oh no, it's the Red Knight, a pretty invincible character. Super Wonderboy's going to need a helping hand from somewhere to combat this ferocious looking chappie.
Yikes! This is the last baddie who needs to be bumped off. It's the fire-breathing Meka Dragon. Lucky Supe picked up those ceramic boots back there, so at least his tootsies won't get fried. How to kill it though? You'll have to find out yourself.
These boots were made for fighting. You can pick up four pairs of new boots throughout this game made from either cloth, leather, ceramic or legendary materials. These ones are made of fireproof ceramic — they won't be much good for running the 100 metres, but they make fire walking a doddle.
Nick



CAPTAIN LIGHT V DARK DESTROYER
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ED'S GAMES
Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!
HOLD IT RIGHT THERE SCREWBALL!
CAPTAIN LIGHT YOU BRAINLESS WIMP!
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HARDWARE



■ 48K Spectrum, over 85 games, dual port interface and joystick, books, all leads. Sell for £110 ono. Phone (0923) 775536.

■ For sale, RAM turbo interface, multiface, genie, Life Guard 128, Cheetah Mach 1, Competition Pro Quickshot (Auto Fire), RAM Delta Speed Loader. £70 the lot, but can buy separately. Phone Mark on (021) 778 2614 after 5pm.

■ Spectrum 128K +2, still boxed, over £350 of original software, two joysticks, over 30 mags and books, mint condition. Worth over £550, sell for just £220. Telephone (061) 338 8104.

■ Spectrum +3 for sale, Multiface 3, joystick, 100+ games on disk (many latest titles), tapes, mags, books and Timex printer. All excellent condition — £350. Tel (051) 639 4408 between 10am and 5pm.

■ Spectrum 128+, two cassette recorders, Kempston mouse accessories, Cheetah 125+ joystick and interface. Over £450 of original software including *Operation Wolf* and *Victory Road*. Good condition. Worth over £720, all for £250 ono. Phone (0602) 755463.

■ Spectrum 128 +3, multiface, software including CP/M *Artist II*, books on CP/M, plus converted software from tape to disk. Worth £1,000+, accept £250 ono. Phone Darran on (0482) 872487.

■ For sale — Spectrum +2A in good condition with £300 worth of games including *Renegade 3*, 32 free games, £130 worth of mags and two joysticks worth £8.95 each. All for £420. Ask for Geordie Sinclair on (0349) 64414.

■ A4 colour plotter for sale. Serial or parallel interface accepted. Requires software to be written. £120 ono. Tel Taunton (0823) 490322 and ask for Barnaby. Buyer collects. Evenings only.

■ Spectrum 48K, with two spare keyboards, Alphacom 32 printer with three rolls of paper, 35 games including *Batman*, *Trivial Pursuits*, *Designer's Pencil* (oo-er!), *Arcade Creator* and *Gold Collection*. Sell for £90. Hastings (0424) 432763.

■ Sega Master System, only four months old, control pads and three games, *Hang-On*, *Afterburner* and *Kung Fu Kid*, all for £100. Send sae to 3 Hargher Street, Burnley, Lancashire BB11 4BB for information.

■ Sinclair pocket TV with slight aerial fault for sale, £40 ono or swop for software. Make me an offer I can't refuse. Contact James Hughes, 14 Ayton Close, Stockfield, Northumberland NE43 7ES.

■ ZX Spectrum +, with data 'corder, all leads, loads of games including *Robocop*, excellent condition. Plus crystal Pro 2000 joystick and two interfaces. Only £125 ono. Phone Church St Giles 2345 after 5.30pm.

■ For sale — AMX mouse and printer cable £35, Beta disk interface and 80+ games disks £70, multiface £10, VTX5000 £10, SpecDrum and four extra kits £25, Kempston joystick interface and Cheetah 125 joystick £10, Currah U slot and U speech £8, Joyball £5. Phone Alistair on (0482) 634852 after 6pm.

■ Spectrum + for sale, over £250 worth of games, mags, interface and tape recorder. Will sell for £100. Phone Steve on (0273) 455987 after 6pm.

■ Check dis out! MGT's Disciple £50! Bargain offer, not to be missed. Phone Nottingham (0602) 200925 or write to Steven Holme, 97 Plains Road, Mapperley, Nottingham NG3 5QT.

■ Spectrum +2 128K with colour monitor, loads of original games including *Robocop*, *Elite*, *Where Time Stood Still*, *Gunship*, *Nebulus* and *Arkanoid*. Also mags, joystick, extra cassette recorder. £260 ono. Tel Tamworth (0827) 63900.

SOFTWARE



■ I want *Gary Lineker's Hotshot* or *Professional Soccer*. Will swop for *MicroProse Soccer*. Contact Tim Mitchell, 24 Albany Road, Blackburn, Lancashire BB2 6EQ.

■ I will swop *Robocop* for *The National* by D&H Games. Contact Derek Stuart, 43 Castleton Way, Aberdeen, Scotland AB2 5TQ.

■ Advanced *D&D* handbooks £14, *Players* and *Dungeonmaster*. Will split. You sort out p&p. It's too advanced for me! SA Bromwich, 11 Wallingford Gardens, High Wycombe, Bucks HP11 1QS. Hello, Jason!

■ Swop *Human Killing Machine* on +3 disk for *Vigilante*, *Forgotten Worlds*, *Red Heat* or *Renegade III* on disk only. Contact Justin on (0202) 522256 any day after 6pm.

■ Hey you! If you want to swop lots of good games, send your list for mine to Ian Wood, 24 Stockland Street, Grangetown, Cardiff CF1 7LW. First to reply gets a free game!

■ Wanted, *Nigel Mansell's Grand Prix (Yeah! Davey's favourite! Ed)* and *Tracksuit Manager*. Will swop for *Football Manager 2* and *Match Day 2*. Originals only, one for one. Also wanted, *The Double*. Swop for *Endzone*. Phone Heath-Hayes 77233 after 6pm and ask for Phil.

■ Wanted! *Virus* and *Flying Shark*. Will swop any two of these — *Afterburner*, *Thunderblade*, *R-Type* and *Last Ninja 2*. Contact Richard Weston, 10 Fountain Place, Swan Place, Eye, Peterborough. Hurry please — oh, and originals only!

■ *The Menagerie*, a mad science fiction graphic adventure, available now at only £2.49. Ian Brown, 1 Amanda Road, Glen Parva, Leicester LE2 9HW.

■ Will swop *Double Dragon*, *Yes Prime Minister*, *OutRun*, *Eidolon*, *Last Ninja 2*, all for *Football Director 2*. Contact Robert Doyle, 75 Blackcastle, Navan, County Meath, Eire. Hurry, I'm desperato!!

■ Swop *They Sold A Million 3* for *Play For Your Life* and *Batman*, or *Batty* and *Scooby Doo*, or four budget games for *Nigel Mansell's Grand Prix*. Write to Daniel Hawkins, 46 Warren Drive, Hornchurch, Essex RM12 4QY.

■ Wanted, *Rex* or *Daley Thompson's Olympic Challenge* for two of either *Road Runner*, *Garfield* or *Paperboy*. Tel (0533) 602280 after 5pm and ask for James.



Input Output, so good they wrote a song about it! Music, maestro, please... "You put your left 'put' in, Your right 'put' out, In-put, out-put, Shake it all about put!"

■ Lots of new games to swop, send your list for mine. Reply guaranteed. I have a Speccy +3. Write to Martin Yurinski (*I think!! Ed*), Ul Lukowska, 8112 04-113 Warszawa, Poland.

■ Will swop *Yogi Bear*, *Spec Chess II*, *Crime Busters*, *Terminus*, *Droids*, *Grange Hill*, *Doc Destroyer*, *Majik* for *Chuckie Egg 2* or other *Chuckie Egg* game. Also will swop any other games. Kevin Cooper, 157 Newtown Road, Carlisle, Cumbria CA2 7LL.

■ Swop!! My *Bionic Commando*, *R-Type* and *Operation Wolf* for your *Batman 2*, *Total Eclipse* and *Afterburner*. One for one, originals only! Phone Oliver after 6pm on (01) 459 5622. Bye!

■ I will swop *Driller* for any good game like *R-Type* or *Target Renegade*. Contact Ben Taylor, Palmerton, Norfolk NR11 8QA.

■ Over 800 games to swop! Send your list for mine and I will answer all letters. J Nilson, PO Box 1055, Haukerød, 3200 San Defjoro, Norway.

■ Right, now I'm desperate. (Oo-er!) I will swop *The Magnificent Seven* and *We Are The Champions* for *PAWS*. Tel Phil on (0287) 33812.

■ Will swop *Paperboy* for *OutRun*, *Bubble Bobble*, *Crazy Cars*, *Renegade*, *Skateball*, originals and 48/128K only. Richard Spencer, 37 Cooper Avenue North, Liverpool, Merseyside L18 4PF.

■ Swop *Time And Magik* and *Knight Orc* for any other Level 9 game. Phone Geoff on (01) 341 3690. Erm... that's it really.

■ Stop! Don't go any further! Why? Because I've got ten million new software titles! (*Hmm! Slight exaggeration there methinks! Ed*) Wanna swop?! I do! Avi Gadesh, 8 Hyarden Street, Ramat-Gan, 52333, Israel. PS Hello to Manar.

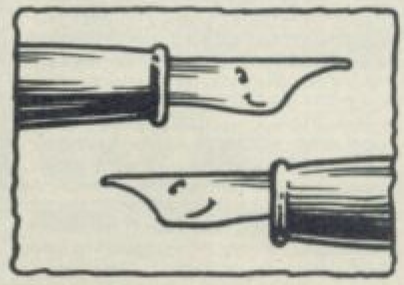
■ Offers wanted on Laser Basic + Compiler, Devpac 3, assembler, disassembler, Arcade Creator, Supercode 3. All boxed as new. Phone Bristol (0272) 672421.

■ Who will swop games with me? Send your list for mine. Marco Kreulen, Wezelrade 205, The Hague, Holland 2544XB.

■ I will swop *Airwolf*, *Grand Prix Simulator* and *Tapper* for *Rolling Thunder* and *Indiana Jones And The Temple Of Doom*. Philip Jerome, 2 Dickens Close, East Grinstead, West Sussex RH1 9SE.

■ I would like to swop *Renegade III* and *Ski Simulator* for *Wizball* and *Pinball Simulator*, or *Rambo III*. Please contact (0895) 53522.

PEN PALS



■ Single +3 owner with multiface, seeks female penpal somewhere in SW Somerset (Chard area). Must have a Speccy, 128/+3 preferred. Please send photo, if possible. All letters will be answered. Andrew Down, 6 Kents Orchards, Perry Street, South Chard, Somerset TA20 2QB.

■ All you +3 owners out there, write to me or else! I'm 15 and am looking for contacts with +3s aged 13+ to swop games, tips and POKEs. Everyone replied to! Nik Sylvester, 9 Norwood Gardens, Basingstoke, Hants RG21 3NR.

■ I'm 15 and taking exams. Can I survive without a pen pal?! I've got a Speccy. Anyone interested write to 11, Wallingford Gardens, Daws Hill, High Wycombe, Bucks HP11 1QS. French orals!

■ Male 12 year old +3 owner needs pen pals, male or female, anywhere in the world. John Charlton, 151 Newlands Road, Stirchley, Birmingham B30 2RL.

■ Wanted, pen pals from anywhere, any sex. I have lots of POKEs and games, and I like pop music and *Neighbours (Poor Des! Ed)*. Please, please write to Neil Bradford, 32 Brightonway, Stevenage, Herts SG1 2IQ.

■ Speccy owner, 18, wants pen pals from round the world to swop games and multiface POKEs and utilities. All letters answered. Anant Jain, 48H, Park Street, Calcutta 16, India PH-445864.

■ Male aged 10, seeks pen pal, 9-10, from Europe. Likes Kylie Minogue and fast cars. Gavin Davies, 3 Hendre Close, Ruddlan, Clwyd, North Wales LL18 5YE.

■ Yo dude! Does anyone want to write to a mad female mushroom? Over 200 games, loads of maps. Guaranteed reply! Gino, 1 Milcote Avenue, Hove, East Sussex BN3 7EJ.

■ Are you as bored as a sausage? Are you female and looking for a looney for a pen pal? Then phone Scarborough (0723) 360241 or write to Craig Greenway, 38 Livingstone Road, Scarborough, North Yorkshire YO12 7LH.

■ Male, 14, seeks female/male pen pal of same age from anywhere in the world, preferably Australia or America. Write to Jason Ellis, 20 Empire Street, Whitburn, West Lothian, Scotland EM47 0DX.

■ My name is Wayne and I'm looking for some pen pals who can write rad games. You can?! Yipee!!! Write to me at 411 Wakering Road, Great Wakering, Essex SS3 0LH.

■ Are you bored, depressed and in need of some new games? Well, I've 600 games to swop. A Remic, 55 Stanley Street, Ramsbottom, Bury BL0 9LG.

■ +3 owner, 14, would like pen pals from France. Male or female, any age. Write to Paul Hunter, 8 Parker Terrace, Leven, Fife, Scotland.

■ Speccy owner, 18, would like pen pals to swop games with. Please write to Ivan Morris, 9 Pump Lane, Greasby, Wirral L49 3PW or telephone (051) 606 0554.

■ Seeking 14-25 year old people who are interested in rock and roll and swopping games. I'm a rockabilly aged 16. Please write to me in English or Spanish. Daniel Pedrera, Ave/Fdz. ladreda IX, Puerta 5, 4°C, 11006 Cadiz, Spain.

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■ I will buy all the POKEs, maps and cheats you have! Send a list, prices and your address to Peter Ternström, Norr Malarstrand 24, 112-20 Stockholm, Sweden.

■ Wanted *PAWS* or *GAC*. Originals in good condition please and with all documentation. Guaranteed reply. Please write to Mark Kerr, Baymount, Ramelton, Letterkenny, County Donegal, Eire.

■ Wanted, full size printer or something useful for £700 worth of original Spectrum software. Phone Chris on (01) 668 9674 after 7pm for details.

■ Wanted, *Shadows Of Mordor*. Swop for any two of *Zoids*, *Tir Na Nog*, *Psytron*, *Ballblazer*, *Cosmic Wartoad*, *Nightmare Rally*, *Hive* or *Impossaball*. Originals only. Vince Corney, 1 St Helier, Morden, Surrey SM4 6HY.

■ Has anyone got *Captain Blood*? Yes? Then I will swop *Afterburner*, *Road Blasters* or *Blood Brothers* for it. Roger Clark, 31 Salcombe Drive, Redhill, Nottingham NG5 8JF.

■ Yo, fans! Wanted for Speccy 48K, *Skool Daze*, *Ninja Hamster* and *Garfield*. Write to Mark Bachelor, 26 Millbeck Lane, Cottingham, North Humberside HU16 4EH and state your price.

■ Wanted, *Darkside* or *Driller*. Swop for both *Match Day 2* and *720°*. Phone Huddersfield (0484) 652635 or write to Gerald Brook, 2 Wyverne Road, Golcar, Huddersfield HD7 4BY.

■ Wanted, original 48K copy of *Elite*. Willing to swop any two of *R-Type*, *Afterburner*, *OutRun*, *Operation Wolf*, *Exolon*, *Savage*, *Cybernoid*, *Cybernoid 2*, *Sidewize*, *Robocop*, *Batman 2*, *Nebulus* or *Cobra*. Phone Tim on (0785) 850684.

■ Back issue of *Your Sinclair* urgently wanted. October 1986 *Great Escape* edition, must be in good condition. Please write to me with your quote. Michael Jones, 239 Quinton Road West, Quinton, Birmingham B32 1NA.

■ Wanted, *Monopoly*, latest *Scrabble* games and *Scruples*, for the entertainment of two elderly disabled persons. Please state price as we cannot obtain in the shops. For Spectrum 128K +2. Tel (0424) 714513.

■ Wanted, *Football Director 2*. Will swop for *Driller*, *Darkside* and *Aftershock*. Phone (0724) 868041, ask for Graeme.

■ Wanted, hints and tips on how to solve *The Fourth Protocol*. Robert Buchanan, 189 Corkerhill Place, Glasgow G52 1RX.

■ Please, please, please, I need a new Speccy! Contact Aaron Hackett, 12 Mount Pleasant, Golden Bank, Falmouth, Cornwall TR11 5BW.

■ Wanted, Multiface 128. Will swop for *OutRun*, *Computer Classics*, *Summer Gold* and *Five Star 3*. Phone Michael after *Neighbours* on (0232) 620962.

■ Wanted – Interface 1 in good working order. Will swop for *F-15 Strike Eagle*, *Freddy Hardest*, *Galivan*, *4X4 Off Road Racing*, *Macmax*, *Trantor*, *Ten All Stars*, *Metrocross* and *Max Headroom*. Eddy Sanderson, 21 Angus Close, Killingworth, Newcastle NE12 0QR.

■ Wanted urgently! *R-Type*, *Crazy Cars II*, *Renegade III*. Your one for one of mine. *Airborne Ranger*, *Dragon Ninja* or *Football Manager II*. Simon Bailey, 15 Venners Close, Bexleyheath, Kent DA7 6SF.

■ Swop my *Artist II* 128K for your *Artist II* 48K. No copies. Yes, that's right! Your crummy program for my good program. Write to Dan Haigh, 64 Winslow Drive, Wigston, Leicester LE8 1QG.

■ This is a begging letter! Has anyone got a +2 user manual they can let me have? I will pay postage. Also would anyone like to write to me? Roger Brookes, 50 Fox Howe, Coulby Newham, Middlesborough, Cleveland TS8 0RU. *(Very well, thank you, and O.R.U? Ed)*

■ *WEC Le Mans*, *The Living Daylights* and more Spectrum +2 games to swop, for *Robocop*, *Double Dragon* or *Red Heat*. Write for list to 161 Harold Road, London E13 0SF.

■ Cash paid for Thermo printer rolls for the Alphacom 32 printer. Ring (0830) 20564 (weekend only) and ask for Marc.

■ Wanted, *Your Sinclair* issues October 86, November 86, December 86, June 87 and November 87. Ring (0422) 240791 during *Neighbours*.

■ Wanted, *Academy*, *Bard's Tale*, *Shadows Of Mordor*, *Thrust* and *Thrust II*. Will swop for any game I have. For list, send sae and games to Matthew Hickling, 21 Willow Crescent, Wrose, Bradford, West Yorks BD2 1LR.

MESSAGES AND EVENTS



■ SUUG – we're user friendly! Forget the rest, join the best. Spectrum Unemployed User Group. The mag, tape, +3, +D. Sae to SUUG, Flat 1, Bleachfield House, Thurso, Caithness KW14 8QW.

■ Wanted – any *Blood Bowl* or *Dark Future* players to set up a league in the Bristol area. Phone Paul on (0272) 771862 after 6pm for more details.

■ Wanted – POKE or map for *Dizzy*, plus POKEs for *Storm* and *Knightmare*. By the way, hello, Flaming Carrot! Ha ha ha! From Nick Hughes, 14 Wortham Place, Haverhill, Suffolk CB9 0HP. *(AAAATCCHOOO! Sorry, I'm allergic to the cats on your horrid notepaper! Ed)*

■ *Wargames 3000*, PBM wargame. £2 starter. £1.50 monthly turns. As newly elected president, you control large armies. For info send sae to *Wargames 3000*, 128 Wormersley Road, Knottingley, West Yorks WF11 0DQ.

■ Multiface POKEs for 172 games. Send large sae and £1 to Kevin Watkins, 65 Tamworth Road, Amington, Tamworth, Staffs B77 3BS.

■ Having trouble with your Speccy games? Then buy *POKEs And Prods*. Packed with POKEs, tips, and maps. Send just £1 to Scott Griff, 17 Woodstock Street, Hucknall, Nottinghamshire NG15 7SP.

■ New fantasy wargame PBM. Be and do what you want. Start up 50p and sae. Turns then 20p and sae. Write to Stephen Dutton, Kerrowe Cottage, Lady Downs, Newmill, Penzance, Cornwall TR20 8UZ.

■ Vinsoft's second release – *Grand Prix Riders*. 100% strategy, menu driven, fast response, save/load game, race highlights – not random, very oo-erish! £2.99 to V Vity, 11 Willow Grove, Bare, Morecombe, Lancashire.

■ Adventure booklet packed with over 30 solutions, plus pages of help for others. Send sae (A4) and a PO for £2 to 26 Recreation Drive, Shirebrook, Mansfield, Nottinghamshire NG20 8RF.

■ Dragonslayers Guild, club for Spectrum adventurers. Large clues list, plus compos, newsletters and more! For info, send an sae to DS Guild, 17 Lynton Drive, Southport, Merseyside PR8 4QP.

■ New adventure, alien environments, imminent danger! Can you make it back to the academy before the storm? *Sandstorm!* 48/128K. Send a PO for £3.99, plus sae, to 9 Recreation Road, Beacon Park, Plymouth, Devon PL2 3NA.

■ *Prisoner* PBM, a fun game of life inside prison. Set up £1.50, plus a free turn. Tony Harris, 51 Humber Road, Witham, Essex CM8 1TQ. Mention *Your Sinclair* and get an extra free turn!

■ New Speccy club in Sweden!! Send to Peter Ternström, Norrmälar Strand 24, 112-20 Stockholm.

■ Adventure solutions! The greatest service and largest database in Europe!! Sae for current list to John R Barnsley, 32 Merrivale Road, Rising Brook, Stafford, Staffs ST17 9EB.

■ Interested in being the football manager of your favourite team? Win the league, FA Cup and more! Includes all features and midweek games. For information, just send sae to Football Management, 4 Beverley Close, Thurmaston, Leicester LE4 8EJ.

■ Wanted! Computer programmers, if you can write arcade or adventure games and want to hit the big time, then send a sample of your work to us now! Barry Diamond, 4 Dunsford, Widnes, Cheshire WA8 9NP.

■ Urgently wanted! Printer and interface for Spectrum. Will swop for 45 games like *Elite*, *Mask*, *Mini-Office*, *Cyberun* and more. Contact P Cassidy, 81 Woodstock Road, Greenock PA16 9ED.

■ Homegrown adventure. Two on one tape. *Castle Morcan* and *Grimalken* 128K only. Bargain at £2. Send cheque/PO to Simon Wood, 33 Findhorn Place, Fintry, Dundee, Scotland DD4 9PE.

■ Software Exchange Club, Britain's biggest and best! Exchange your unwanted originals from just 50p. Send an sae for free membership to SSSC SEC, 178 Forest Road, Kingswood, Bristol BS15 2EN.

■ Lonely new PBM, *Snidd Swamp*, seeks loyal playtesters (preferably male or female) *(I prefer eight-limbed, bug-eyed Bidonians myself. Ed)* for playtest of this stunning game from Pineapple Productions. Send sae for details to Paul Holmes, 43 Bedford Drive, Timperley, Cheshire WA15 7XB.

FANZINES



■ For serious users. Spectrum utilities programming help, graphics, info, homegrown software. Monthly on Disciple/+D, Opus, microdrive, cassette. £2 for your first issue of *Outlet!* to Ron Cavers, 605 Loughborough Road, Birstall, Leicester.

■ *Spectrum Star!* New fanzine on cassette. Issue one out NOW! First 20 to write are guaranteed a tape. Interested? Then send 99p and sae for issue one now to Mike Clark, Auchtydore, Longside, Peterhead, Grampian, Scotland AB4 7YL.

■ *Spec For Sale*, new fanzine out now! Only 60p. Includes reviews, POKEs, maps, hints and tips. Send an sae to 890 Burnley Road, East Lumb, Rossendale, Lancashire. Hello, 3N Fearns!

■ It's here! The world's most mega-brill fanzine. *Byte Back!* Only 75p with a tape and sae. From S Collinge, 35 Bedford Road, Blackpool, Lancs FY1 2QS.

■ The *Sequel* summer special out now! Just £2 for over 100 pages and C-60 tape! Includes 20 page adventure column! Send sae to *Sequel*, 17 Lynton Drive, Southport, Merseyside PR8 4QP.

■ Wanted! Hints, tips, POKEs and maps for new mag. Send them to Nick, 14 Wortham Place, Haverhill, Suffolk CB9 0HP. *Knightmare* and *Storm* POKEs plus *Dizzy* map especially needed! Do it now!

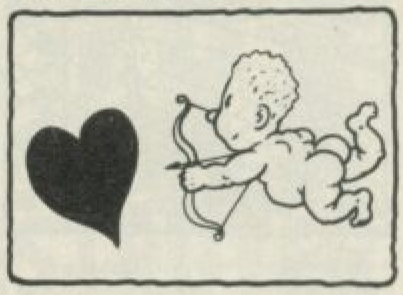
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■ *Just Call Me Gus*, the best fanzine that money can buy is available to you! Get it now! Send £1 to Russel Watson, 14 Chynance Drive, Newquay, Cornwall TR7 2AA.

■ Yo! I need a map and POKE for *Dizzy*, a POKE for *Storm*, a POKE for *Knightmare* and tips for all three! Nick, 14 Wortham Place, Haverhill, Suffolk CB9 0HP. Thanx!

LONELY HEARTS



■ Lonely 17 year old female seeks similar male aged 14+ with love in mind. Send photo if possible. Bros fans very welcome. Pauline, 71 Auldgirth Road, Mosspark, Glasgow G52 1NB.

■ Two males aged 15, would like to meet good looking females aged 14+. All letters answered. Please enclose photo. Pete and Rich, Laurel Cottage, Church Hill, Olveston, Bristol BS12 3BZ.

■ Robbier Noaman seeks 12 year old attractive female. Must live near Dundee and enjoy the cinema and Wimpy lunches. Please include photo. 16 Lammerton Terrace, Dundee, Scotland DD4 7BW. I will reply to all letters.

■ I am a lonely 11 year old male seeking relationship or friendship with attractive female. Please send a photo. All letters answered. Write to Greig Darby, 31 Seaton Lane, Hartlepool, Cleveland.

■ Good looking 18 year old male seeks friendly and loving female in the 18 to 19 age group. All letters answered. Send photo if possible. Michael Torrance, KP3560, HM Remand Centre, Bedfont Road, Feltham, Middlesex TW13 4ND.

■ Male, 15, seeks female, 14, who likes her Speccy and good music. All letters answered. Andrew G Bacinski Jr, Szymanowskiego 4M110, Warszawa, Poland 03-477. Please send photo if possible.

■ I'm a lad, 12 and a bit *(Of what? Ed)* and I'm looking for an outrageous girl! Please state age (over 12) and send a photo to Mark Gore, 67 Eversley Avenue, Barnehurst, Kent DA7 6RE.

■ Good looking female, 22, seeks male. Interests include music and fashion. Please send photo, all letters answered. Amanda Harkin, 28 Ardnamoyle Park, Shangallow, Derry BT48 8HN.

■ I'm 16 and I'm looking for a 15 to 16 year old female. Must like music, having a good time and live in Camberwell, Peckham or Elephant. Contact Paul Lauroe, 127 Gordon Road, Nunhead SE15 3RR.

■ Shy 20 year old female (with glasses) seeks males aged 18-23 for relationship. Send photo if possible. A Corcoran, 37 Garry Drive, Foxbar, Paisley, Scotland AA2 9BX.

■ Lonely 15 year old boy would like to have friendship or relationship with a 14-15 year old girl from Dublin area. Please send a photo if possible. All letters answered. John Henderson, 31 Cabinteely Close, Cabinteely, Dublin 18, Ireland.

■ Young, attractive Spectrum seeks manly Amiga with large joystick and healthy interfaces for love and friendship. Please write to Sally Spectrum, 9 Summerhouse Close, Godalming, Surrey GU7 1PZ.

■ Sexy 19 year old guy seeks equally sexy female pen pal from anywhere in the world. Interests include writing silly letters to silly people and looking at silly photos (hint, hint). Darren Foster, 186 Brairfield Gr, Killbarrack, Dublin 157, Eire.

■ Needed! A girlfriend around the Stoke-on-Trent area, aged 15-17, good looking, who loves going out and having a good time. Phone Stoke 821672 and ask for Adrian.

■ Shy, quiet 16 year old guy wishes to meet or write to similar female around same age. Write to Melvin Dewsnap, 10 Addington Close, Goldington, Bedford MK41 9SP.

■ Yo! Our names are Tim and Mathew and we are looking for two attractive girls to go out with. We are both 14 and are into *Neighbours* and house music. If interested, write to Tim Luke, 14 Boulters Court, Maidenhead, Berkshire S26 8TH.

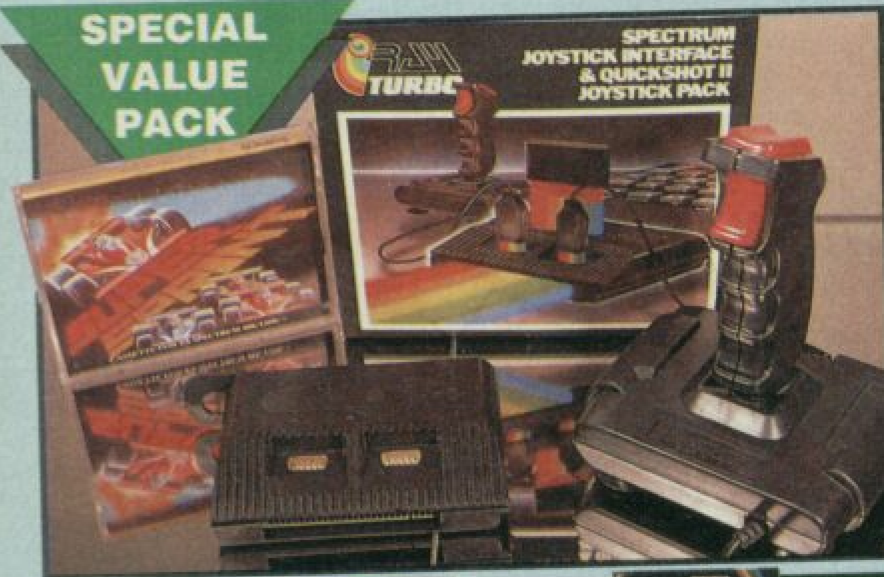
■ Iron Maiden, Guns And Roses addict, aged 15, is looking for a female of the same age and musical tastes. Write to 12 Berkley Square, Balloo, Bangor, Northern Ireland BT19 2YZ.

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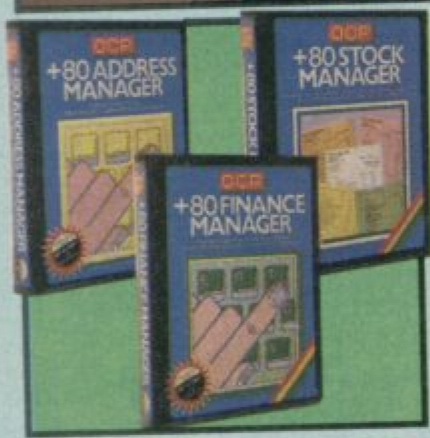
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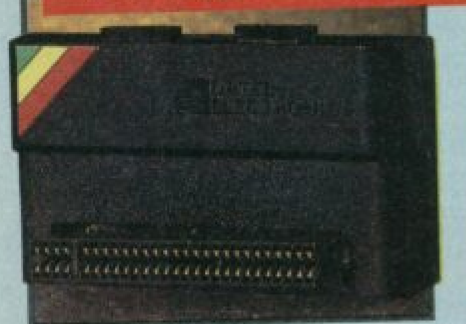
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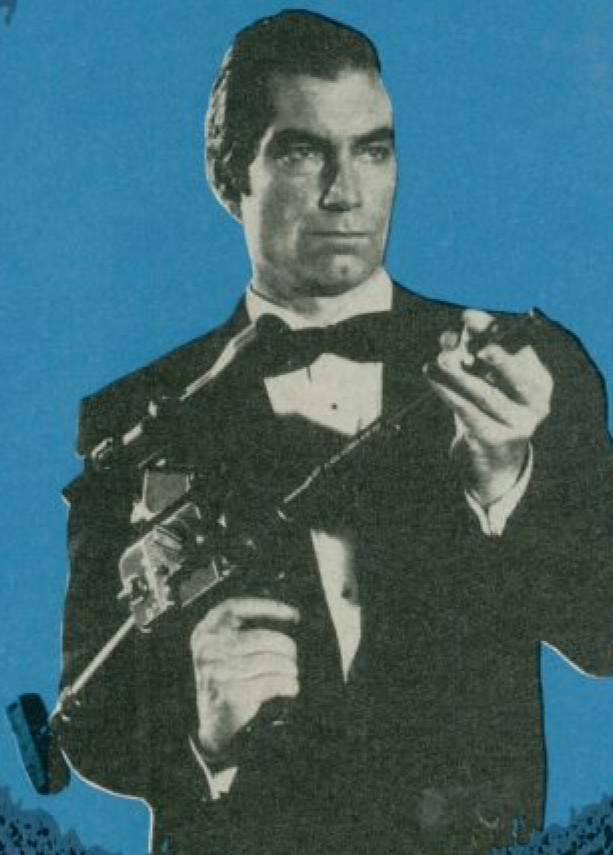
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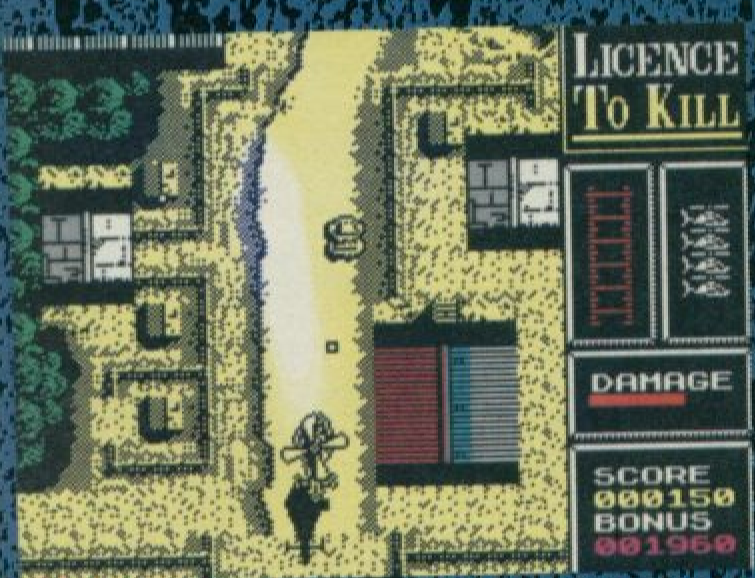
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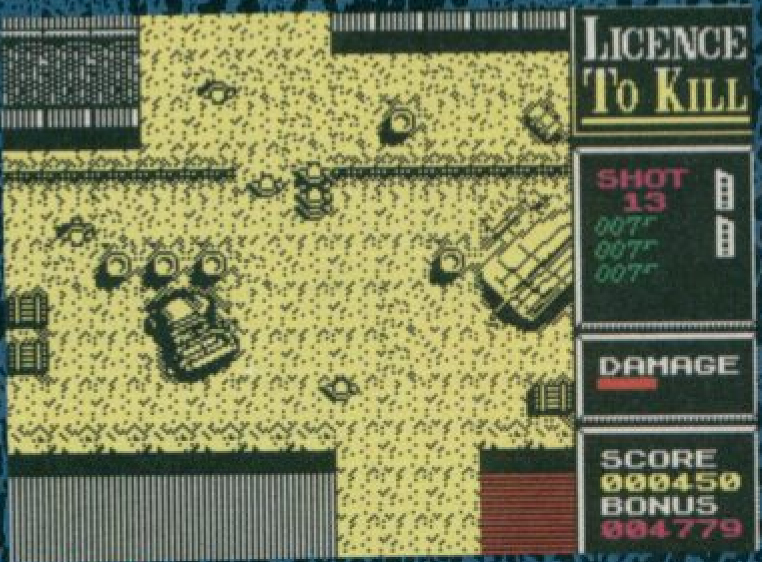
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JAMES BOND 007 LICEN



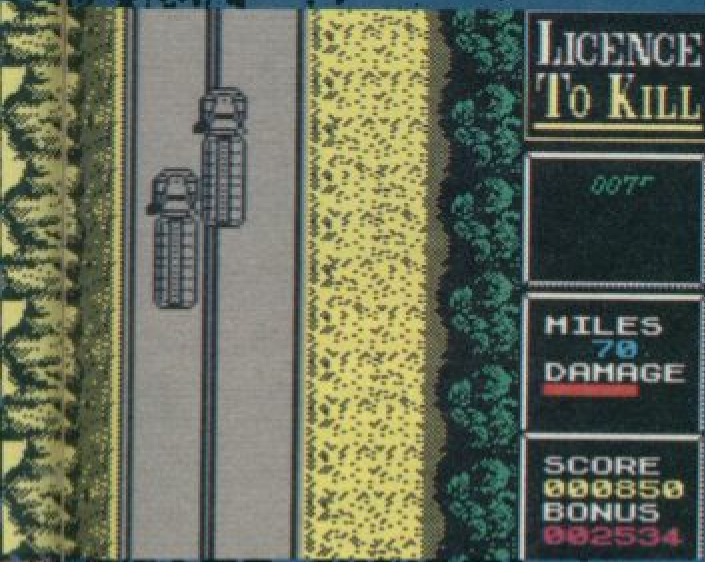


Level One
Ignore the car - you're supposed to be chasing it, but it's too fast and poses no great threat anyway. Concentrate instead on getting those little, dark, bullet shooting rectangles.

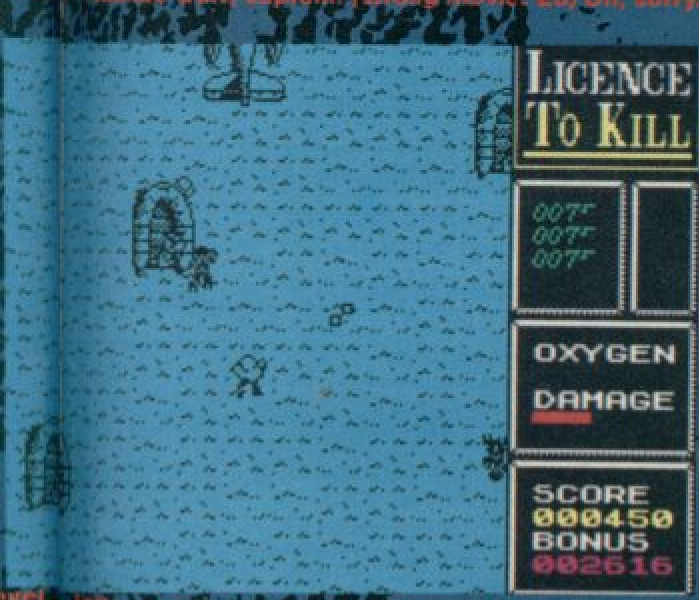


Level Two
That's you - yes, the one they're firing at. Large, grey buildings are best to hide behind - the oil barrels have a rather alarming habit of exploding in your face! Kersplat!

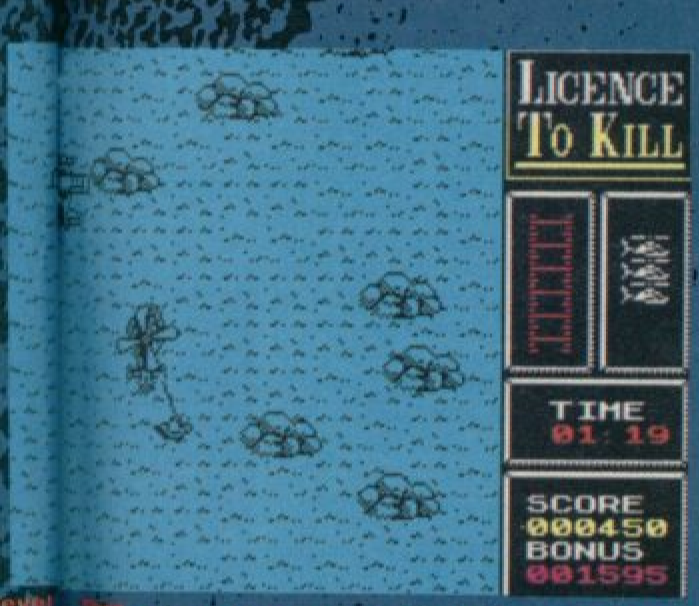
...CE TO KILL



...'t played it yet but it looks pretty nifty, dunnit? ...ow you've got to force these juggernaughts off the ... Hang on, wait, captain. (Wrong movie. Ed) Oh, sorry.



...ell of a splash? Better watch out for those boats ...rly divers taking pot shots at you though. (Bet ...-Cousteau never had these kind of hassles!)



...w you're on the end of that piddly piece of string ...om the helicopter. Your mission? To attach ...Sanchez's Sopwith. Well, it's a living, I s'pose!

Domark/£9.99 cass/£14.99 disk



Marcus The name's Berkmann, Dr Berkmann. Enormous weapon and licence to review. Hey, did you know that this film was originally going to be called *Licence Revoked*, but had to be changed to its present title because not enough Americans knew what 'revoked' means? HAHAHAHAHA. It's true.

I've always felt a bit sorry for those Domark boys with their Bond games. I mean, every time a new Bond film comes out, you know sure as knees are knobbly that it'll be about a femtosecond before the Speccy version is out, with loads of posters, amazing packaging and a completely crap game inside. Trouble is, now everyone thinks that every Bond game is going to be a pile of jobbies, so it doesn't matter how brillsville it turns out to be — no-one's going to want to know.

They deserve it, of course. *A View To A Kill* was dreadful, *Living Daylights* wasn't much better, and the other one was so bad I can't even remember its name.

Still, it's a bit of a pity, because, this time, they've been and gorn and done it. Against all expectations, *Licence To Kill* is a pretty nifty game.

Now, it ain't original. Countless vertically scrolling shoot 'em ups from *Commando* on are the clear inspiration, with the multi-mode sophistication of *Vindicator* an obvious recent model. But *Licence To Kill* obviously has to link in with the plot of the film, and that Domark has done very well. All sorts of action sequences have been plucked from the movie and transferred. So for instance there's the exciting helicopter chase, as Bond and Felix "Is that a facelift or what?" Leiter chase Sanchez and his extremely fruity girlfriend (slaver drool slurp) in their jeep. There's the bit when Bond hangs from the 'copter trying to clamber onto Sanchez's plane, and then there's the... what? Haven't you seen the fillum? Clot. Go and see it right now.

Anyway, it all adds up to some action-packed nonsense which whiles away the time quite nicely — and that applies to both film and game. There are six sections, all slightly different, but all in the same vertically scrolling mould. First up is the helicopter bit. There you are, chasing Sanchez and trying to avoid being shot down by the various gun emplacements along the way. Well, anyone who's played *Vindicator* or a trillion other games will know what to do — shoot up those gun emplacements. But be careful too not to crash into any buildings along the way. If you feel like just whizzing past and trying to dodge the bullets, you can accelerate and take your chances.

This, though, is one of those gamelets which depends on knowing your terrain. At first it's pretty tricky but with practice becomes easier — and any damage you sustain is not carried over into the next section (although lost lives are).

Next up, Bondy's on foot. Shaken (but thankfully not stirred) by a number of explosions going on around him, he dodges bullets and tries to knock off his many assailants. Unfortunately those oil drums he keeps standing behind have a tendency to blow up, which makes this section a good deal trickier than it may first appear. You can shoot only in one direction, although by holding down the fire button you can change that direction. As most of the baddies come from above, you'll soon find that shooting straight ahead is your best option for staying alive. This is definitely the best section of the game — getting through it is a genuine challenge.

And the next one please. In Part Three, Bond finds himself lowered by rope from the helicopter as his enemy Sanchez tries to zip off to Cuba in his aircraft to stock up on cigars. You're guiding the chopper (oo-er) and the idea is to get as close to the back of the aircraft as poss so that Bondy can attach the towrope to it (yo ho ho). Difficult, especially as you lose control through the clouds.

That's as nothing, though, to the next sequence, which finds Bond going for a quiet swim and accidentally on purpose running into some drug smugglers. They start chasing him, but not terribly efficiently it seems, because he's perfectly capable of evading them if he's clever. Dive below the surface, and there are divers chasing you (and of course you can only hold your breath for so long...). Glub along on the surface again and you could be shot by the baddies on the boats. Needs good judgement!

And so it goes on. In fact there are two more sections to play, one in which you try your hand at a bit of water ski-ing, and the last in which you've got to blow up an army of trucks in an attempt to rid Sanchez of his drugs stash. But try as I might, I haven't managed to get that far yet! I will, I will...

Yeah, it's good. Not as good as Sean Connery, but better than George Lazenby. And it's streets ahead — towns, even — of Domark's previous Bond releases. As Q would say, "Now pay attention, 007..." (*Eh? Ed.*)

final

LIFE EXPECTANCY	GRAPHICS
77°	78°
INSTANT APPEAL	**ADDICTIVENESS**
80°	84°

Diagnosis

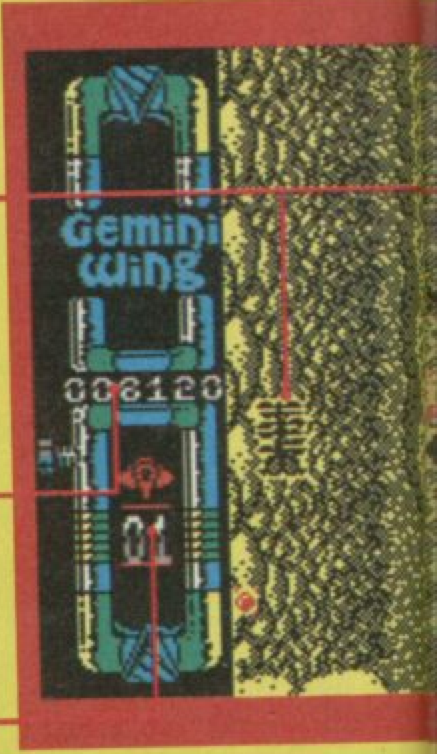
Surprisingly playable and addictive Bond tie-in with six separate gamelets, all in a *Vindicator*ish shoot 'em up mould. Hopelessly unoriginal, of course, but neatly put together.

79° verdict

I know you're keeping your eyes on your Gemini Wing in case you lose it amongst the background, but watch out here too, these creepy crawlies are heading your way!

This is your score box. Blast those Mutated Butterflies and Flying Beetles (Blek!) into hundreds and thousands of pieces – for hundreds and thousands of points.

Yikes! You've not got very many of your initial four lives left. Better see if you can't pick up an extra life gunball in your next clash with the enemy.



Virgin/Mastertronic/£9.99 cass

Jackie Hoo hoo hoo! Ha ha ha! Well I'll say one thing for *Gemini Wing*, it's got a jolly good scenario going for it if nothing else. According to the blurb, after several centuries of reading "little green men made love to me and then turned me into a potato" stories invented by Soonday Spirit hacks, the rest of the inhabitants of this rather enormous universe of ours were understandably getting slightly peeved. So when the crazed headline writer flipped and came up with "Die Mutant Alien Scum" as the front page lead story for the early edition one Tuesday, the clamour of outrage from aliens everywhere was a little loud.

Hordes of them set out for our shores prepared for battle, thinking they'd trash us easily. But little did they reckon on the ingenuity of Earth's weapon scientists – for they had invented the Gemini Wing, the ultimate fighting machine!

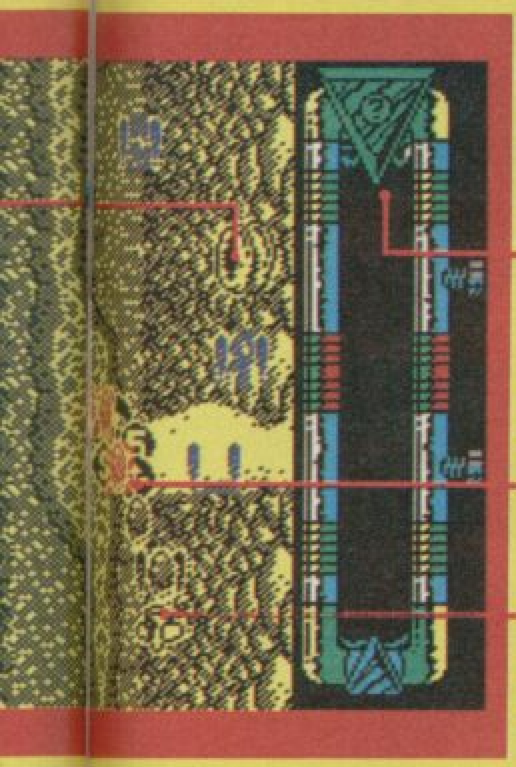
So far so good, eh, Spec-chums? But hold it right there, 'cos unfortunately once you've finished reading the scenario and actually booted up the game, the fun ends and the frustration begins.

Gemini Wing is a multi-level, vertically scrolling, monochrome shoot 'em up, which just doesn't measure up as a full price release I'm afraid. You get to pilot a Gemini Wing fighter and must fly along a vertically scrolling background using the old left, right, up, down, fire control system, blasting and dodging all the armed aliens (Mutated Butterflies, Flying Beetles and Giant Salmon) in your path.

At the start of the game you can kill the aliens by either pumping the fire button like mad for a constant stream of cannon fire, or holding it down for a while and then releasing it for a massive blast of gunball power. The aliens you're up against carry a huge array of weaponry. But they carry them in the form of gunballs too, so once you've totalled them (which isn't very hard to do), picking up their lost gunballs is a must. To do this simply fly over them in your craft, and, jumping Jiminey, the extra weaponry (like extra firepower, smart bombs, extra lives and the windscreen wiper of death) appears like magic in the side panel on the right hand side of your screen.

Unfortunately, it's impossible to use your extra weaponry gunballs intelligently, as the game





Need to know what extra gunballs you have at your disposal? They're lined up here on the right hand side of the screen. You'll only be able to use them in order though, so forget intelligent gameplay.

These are some of the gunballs left behind by the alien you just squashed. Pick 'em up for extra weaponry.

Yes, this little yellow blob is your Gemini Wing. I know camouflage is a necessary part of alien warfare – but this is ridiculous!

GEMINI WING

doesn't allow you to choose what extras you can use and when. Instead you find that when you go to use these extras, you are only able to release the weapon which is at the top of your list (that's on the right hand side of the screen, remember).

The only way *Gemini Wing* might have dug itself out of its grave would have been if it was a really good ducking and diving blasterama. Unfortunately, even here it fails 'cos though your fighter moves well around the screen, and responds quickly to your commands, the monochrome graphics and backgrounds mean it's incredibly difficult to follow the action. More than once I found myself losing track of my fighter, as it got lost amongst the explosions in a particularly vital fracas. And when it did reappear again (luckily unscathed) I was often concentrating so much on finding my Gemini Wing again that I couldn't look around to see what else was coming at me further up the screen.

Its confusing colouring and pretty inadequate gameplay make what could have been a quite good shoot 'em up . . . um . . . a not very good shoot 'em up at all. Only for die hard addicts methinks.

final verdict

LIFE EXPECTANCY	GRAPHICS
45°	42°
INSTANT APPEAL	**ADDICTIVNESS**
44°	40°

43°

Diagnosis

A hard-to-see shoot 'em up. Good scenario, shame about the game.



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HIGH STEEL

Screen 7/£9.99 cass/£14.99 disk



Jackie Well it was an original idea at least, but I'm afraid this follow up to Screen 7's spiffy (and rather massive) watery shoot 'em up *Jaws* is a bit of a let down. Don your hob-nailed boots, push out your beer belly, tone up your builder's bottom and I'll tell you why.

Imagine a platform game in which you have to build your own platforms! Well, here it is. *High Steel* is a monochrome, multi-level and massively tedious building bricks kind of game. You play one of the construction industry's highest qualified skyscraper builders. And your aim is to complete the building of a multi-level skyscraper. But building floors is a tricky old business – not just a case of bolting together a couple of RSJs! And to make matters worse, the building site on which you're working is infested with horrible little critters like gremlins, crawlers and spitters, as well as falling bricks and banana skins – all of which conspire to make your job as hard as possible. To cap it all off, the contractors have given you a time limit in which to complete the job. So you better get cracking — it'll be more than your job's worth if you don't.



Build it up, build it up, build it hi-igh! Build it up, up, up into the sky!

A crane delivers the girders and bricks you need to build your skyscraper, and it does so at varying rates. It begins quite slowly, but from the second level onwards speeds up. Your aim is to move the building materials around (using the up, down, left, right, fire, pick up, drop control system), erect a row of girders standing in a line and then link the tops of them together by scrambling up and placing a brick on each. There – you've linked a row of them together and completed a floor! Now what? Oh dear, more of the same.

I'll admit, Level One wasn't too bad. I managed to work out quite quickly that I needed to erect girders and lock them together with five bricks. But Level Two was murder! The aim there was to build two storeys with five bricks on top. (At least, I think that's what the aim was – working out just what you have to build by trial and error, going methodically through every possible permutation of bricks and girders, just about sums up the whacky high jinxes of this game!) Anyway, assuming I guessed the task correctly, the simplest way to do it would be to complete one storey and then carry the girders up to its top and complete the next one. But I found I couldn't. It was impossible to carry one girder up to the top of another.

Okay, I thought. I'll wait until the crane drops the girders handy-dandily on top the level I've just built, *then* construct the next floor. So I waited and waited, only to find the crane dropped the bricks and girders everywhere but where I wanted them! I was tearing my hair out before I sussed it.

The only way to complete the level was to erect girders along the whole length of the screen and lock them together! (*How are you supposed to get into the building then? Pedantic Ed*) Well, you probably can't. But anyway, then and only then, would the crane drop the girders on the top level. Aaargh! Even when I'd sussed it, actually managing to do it took ages. The crane kept dropping bricks just where I wanted to place my last two girders, and each time I managed to shift them and was just about to plonk a girder in their place. . . the crane delivered another brick there! Double aaargh!

The other elements of the game – the gremlins and bricks that drop on your head and stun you, the mothers and crawlers that are fatal to the touch (but can be killed by being hurled at with a spanner), the spitters that gob acid at you, and the banana skins that slip you up – are but further irritations. When you get stunned, it seems like ages before you can get going again, and even though you can see the bricks and gremlins just about to drop, you can't move fast enough to get out of their way. Double triple aargh!

The graphics are nice, but given the non-scrolling and blocky nature of the game more colour could have been used. All in all then, although the idea behind *High Steel* is certainly original, I'm afraid the end result is simply tedious and frustrating. Not for those who want to keep their sanity.

1 Your energy this. If it's looking a bit dodgy, scoff some of your work mates' sarnies or a flask of coffee.

2 The score box. Kill a few nasties and bump it up a little higher.

3 Your altitude-ometer. Blimey! Talk about being up among the clouds, you're positively floating in the atmosphere.

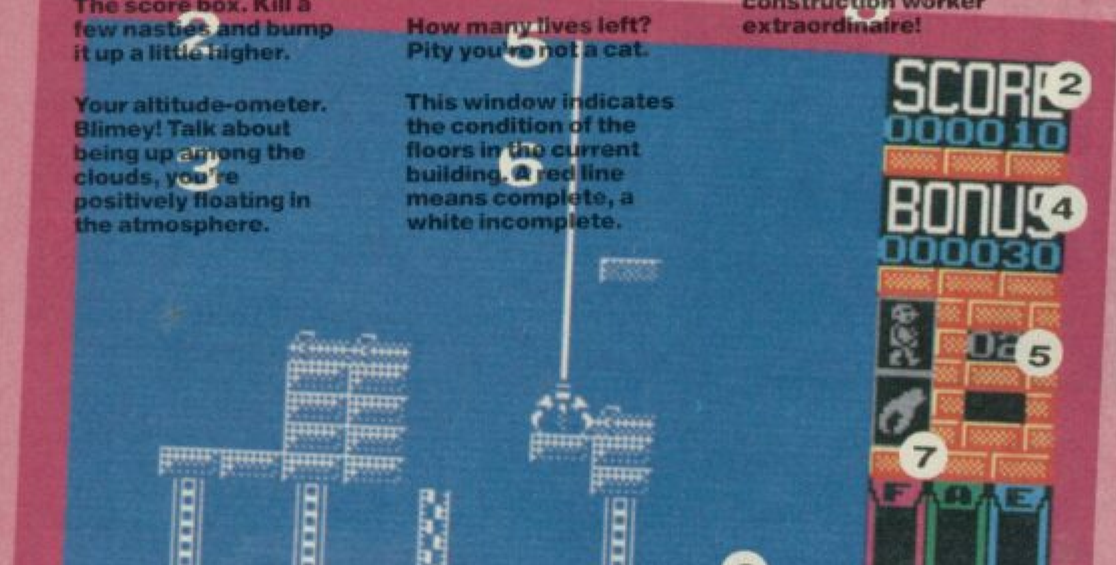
4 The bonus box. A bit confusing this, 'cos what it actually shows is the time which you have left to build your floor.

5 How many lives left? Pity you're not a cat.

6 This window indicates the condition of the floors in the current building. A red line means complete, a white incomplete.

7 This shows what objects you are carrying. Is that a spanner in the works?

8 This is you — *High Steel* construction worker extraordinaire!



final verdict

LIFE EXPECTANCY	GRAPHICS
50°	56°
INSTANT APPEAL	**ADDICTIVENESS**
52°	50°

56°

Diagnosis

An appealing idea that just doesn't work in practice. Dull and frustrating.

THE CRASH COLLECTION VOL.1

US Gold/£12.99 cass/£14.99 disk



Jonathan The only real surprise in this compilation is the name – I always thought a crash was fairly undesirable among the computing fraternity. Still, all the titles contained on it seem to load okay and each was highly rated by *YS* in its day, so you shouldn't have anything to worry about.

Bionic Commando

This is probably the best of the bunch. *Bionic Commando* notched up an easy Megagame when it appeared 18 months or so ago, and hasn't really aged at all. Aided by your telescopic bionic arm, the idea is to swing from platform to platform nuking baddies, presumably with some ultimate goal in mind. The five scrolling levels are colourful and varied and you'll never find yourself taking the same route twice. A very nice conversion indeed. Tragically, they've only included the 48K game – the music in the larger version is fab.

'89 Rating: 91°





Winter Games

Just when we were doing so well the compilation takes a chronological leap backwards, with a bit of seasonal misapplication thrown in for luck. *Winter Games* was originally one of the better sports sims, but it's looking distinctly wrinkly now. Much



of its success, I reckon, can be put down to the attractive backdrops. Take these away and the game seems very shallow. Just for the record, the seven events are Figure Skating, Free Skating, Speed Skating, Hot Dog, Ski Jump, Biathlon and Bobsled. Quite a compilation in itself. Better with lots of players (up to four), but you'll probably end up getting out the Scrabble instead.

'89 Rating: 59°

Spy Hunter

Carbon dating reveals this one to originate from the early cretaceous period. *Spy Hunter* seems amazingly crude today, which is a shame as I can remember playing it for hours as I sat on my potty. It's the original scrolling road game, which at the time was pretty innovative, what with those add-on weapons and the mutation into a boat. *Spy Hunter* still retains a fair amount of its playability and shouldn't be written off entirely, but it seems like a bit of a space-filler to me.

'89 Rating: 56°





Not, perhaps, the ultimate compilation, but *The Crash Collection* contains three superb titles and a couple of bearable ones. Be aware, though, that two or three of them are either out on budget or have been featured on other compilations, so the chances are you could pick them up cheaply without having to fork out for a load of others you don't really want. Otherwise, at (erm... prod, prod, prod) £2.59 each, they cost less than yer average budget game and, on average, are a lot better.

720°

Another conversion and another former Megagame which perhaps looks a touch better than it plays, but is thoroughly triff all the same. The plan this time is to skateboard around Skate City trying to clock up enough points to enter each of the four parks where assorted stunts must be performed. Although spookily monochromatic, the graphics are superlative (gurt lush as we say in Bristol), right down to the little animated break dancers and body-builders. And if you get bored with sticking to the straight and narrow there are plenty of opportunities for inventive mucking about. Essential, really.

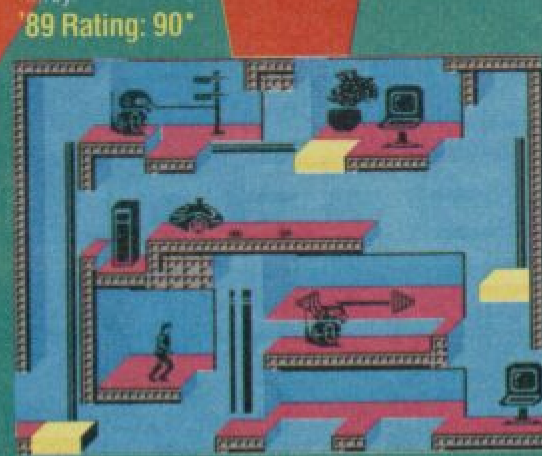
'89 Rating: 88°



Impossible Mission II

Rather more thought is required for this one, so it makes a pleasant change from the rest of the pack. Unfortunately that means that I'm completely crap at it. It takes the original *Impossible Mission* theme and bolts on lots of extra goodies. As well as the straightforward platforms, lifts and robots there are moving platforms, mines and, ooh, millions of other things to fiddle about with. The graphics are excellent and the challenge is enormous. Yet another Megagame, *IM 2* makes the compilation seriously worth considering, even if only a couple of the other offerings tickle your fancy.

'89 Rating: 90°



final

LIFE EXPECTANCY	GRAPHICS
88°	72°
INSTANT APPEAL	**ADDICTIVNESS**
90°	79°

Diagnosis

A mixed bag, as Ian might say, but five above-average games for 13 quid can't be bad.

85° verdict

BUFFALO BILL'S RODEO GAMES



Tynesoft/£8.95 cass/£14.95 disk



Dunc Well, this would be an ideal chance for me to say 'whoop' and go all cowboyish on you, but I'm afraid I can't – purely because *Buffalo Bill's Rodeo Games* is a bit of a whoop-free zone. Ho hum. Oh, all right then, I'll force myself. Here goes... whoooooog!! Nope, I'll have another go... Whooob. Oh dear, it's impossible. Here's why...

After a rather nice loading screen and a rather jolly front end you get to choose which of the six multiload sub-games you want to play. In reality, I'd now choose none of them, but let's pretend (for the sake of this review) that I've chosen all six. Here they are, and why not? Erm, I can think of lots of reasons actually (*Stop whinging and get on with it. Ed*). Um, here are the games...

Knife Throwing

There's quite a nice, colourful backdrop with a canyon, some teepees and a 'hoss' (that's Wild West speak for horse). On the right of the screen there's a large, spinning, wooden disc, with a squaw attached to it. Move your crosshair sights over the disc, press fire, and hope that during the resulting one and a half seconds between the release of your knife and its arrival at the spinning disc, the squaw hasn't got her head or one of her limbs in the way. This is mildly engaging for three shots... then it isn't. I found aiming your knife directly at her belly was the best bet. You can't miss, and you get to go onto the next load...



'Trick' Shooting

Again there's a nice backdrop and the idea is to position your crosshairs over the baddies who pop out of the ground (but not over the 'innocents' – the women, children and cowboys with their hands up) and shoot them before they pop back down again. It's a bit like the FBI rogues gallery, but a lot crapper. Let off 30 rounds and it's off to the next bit in which a little cowboy bungs bottles into the air. Crosshairs over the bottles time, Spec-chums. The real 'trick' in 'Trick' Shooting is how to move onto the next game as quickly as possible. I found that aiming the crosshairs at the sky and pressing the fire button 60 times in rapid succession worked a treat. But then it was onto...

Calf Roping

A viewed-from-above horizontal scroller. The screen moves at a constant speed from right to left while the calf stays in the middle and moves up and down – what you have to do is position yourself next to (above) the calf and throw your lasso around its neck. Oh, and avoid the obstacles on the track at the same time. Snare the beef, or crash into an obstacle, and you can have another go or load the next game (as with all the sections).

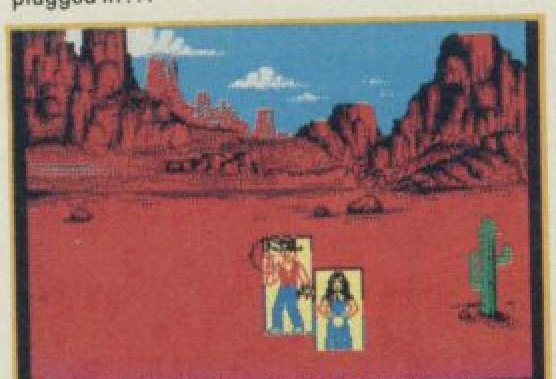


Bronco Riding

Whoooook!! No, I still can't do it. Another nice backdrop with a large, nicely animated, bucking bronco in the middle. Atop this 'hoss' (you're learning) sits, erm, you! To the right of the screen lies a 'balance-ometer' which, essentially, is four bars. One up, one down, one to the left and one to the right. These bars are full and you want to keep them that way. So if one starts to dip to the left, you have to push your joystick to the right to compensate for it (and fill it up again). If any of the bars become empty then it's onto the dust with you. Which is quite handy, as you can load in the next game...

Steer Wrestling

A viewed-from-above scroller like Calf Roping, but without any obstacles. Erm, except for the steer itself. Ride your 'hoss' until you're next to the steer, press fire, and, if you're fortunate enough not to end up chewing the dirt, you'll find yourself on a different screen – just you and the steer viewed from the front. And it's joystick waggling time, when speed of waggle sees you wrestling the steer to the ground. Waggle waggle waggle waggle waggle waggle waggle crunch. Oh dear. Time to load up the last section while I get a new stick plugged in...



Stage Coach Rescue

You've seen this. *(Oh no we haven't.)* Oh yes, you blimmin' well have – we gave it away on the Smash Tape last month. It's that viewed-from-the-side scroller in which you have to jump from your horse onto a stagecoach and repeatedly smack an 'Injun' in the chops. Finish this and you'll get a chart of your scores from each sub-game. Then you can start again. Or go to the pub. (Or something.)

What I liked about *Buffalo Bill's Rodeo Games* was the humorous feel and chunky graphics. What I didn't like was the gameplay. There's hardly any there. It's almost like an exercise in 'Quite Easy Machine Code Programming For The Not Very Advanced Machine Code Programmer'. On budget it might be fair enough (mind you, Marcus would have a field day), but at full price – well, I think you could feel a trifle robbed. Whoooot!

final

LIFE EXPECTANCY	GRAPHICS
34°	66°
INSTANT APPEAL	**ADDICTIVNESS**
76°	34°

Diagnosis

A multi-game Wild West jaunt with one accent on fun, and erm, another accent on being a bit crap – and easy. Mind you, young children might find it a bit of a hoot!

54° verdict

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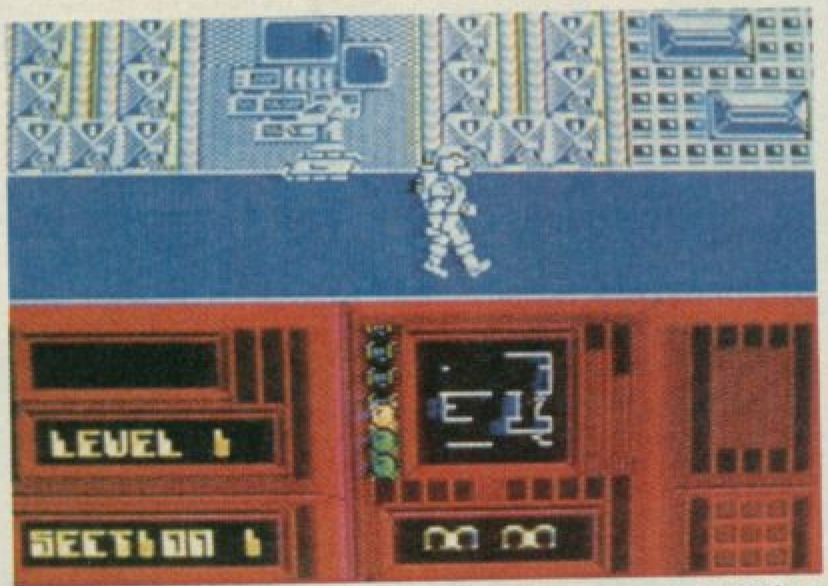
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"Shut up, Jones! Wouldn't you if you were on the run from a bunch of rampaging robots!? Worse than Jerry, these tin chaps. And they're all over the shop in Gremlin's latest release, *Panic Stations.* Modern warfare! Hrumph!"

Yup, the robots are back. They've escaped from their quarters and taken over your space station and blimey O'Riley, it's up to you, a kind of round 'em up robot, to run after them all and get them back. (*Threaten them with a can opener, that's what I say. Ed*)

Of course, it's not going to be easy. There are some bully boy robots after your oil and you've only got a limited supply of ammo for your gun. Typical! Still, hunt hard enough around the space station and you'll be able to find a handy hovercar to whizz about in, more bullets, weaponry and extra energy.

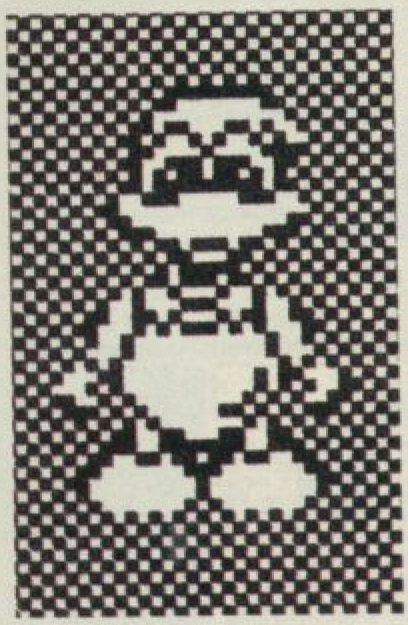
Flap on down to your local software emporium and check out this scrolly-rolly shoot 'em up. It's out soon.

Dynamite Dux
Activision

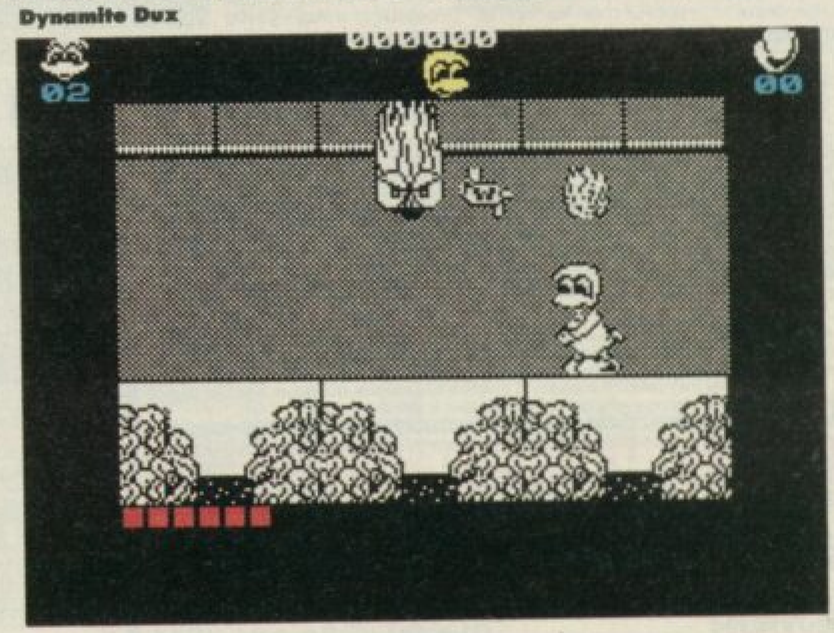
Remember those really handy hints on surviving an all-out nuclear attack that the American government gave out in the 1950s? Duck and cover! Duck and cover! Well, blimmin' heck, if our mothers weren't right when they told us that everything always turns out to have a use in the end, 'cos you'll definitely have to duck and cover in this game, especially when you see the *Dynamite Dux,* Bin and Pin, heading in your direction.

These two little ducks… No, no, no, pick yourself up off the floor. Are you quackers or something? We meant DUCK, as in feathers and beak. Pfff!! Anyway, these two little ducks are off on a mission to rescue their pal Lucy. They must battle their way past six levels packed with the weirdest characters, from Sumo Pigs to Boxing Crocodiles. And boy, no-one better get in their way, 'cos they sure pack a wind-up of a punch!

Dynamite Dux is yet another cutie coin-op arcade conversion licensed by Activision from Sega. And just like the others before it, it should be a goodie. So waddle down to the shops and check out a copy soon.



Dynamite Dux



Bomber
Activision

Yes, yes, yes. We know we've done it before. But we've got even more up-to-the-minute screen shots now. So here it is again. Oh. *What* is it? It's *Bomber* from Activision!



It's flight sim time again — but this time with a difference. You're not just flying a fighter in head-to-head combat or practising pristine control as you deliver a tactical nuclear weapon in this game. Oh no.

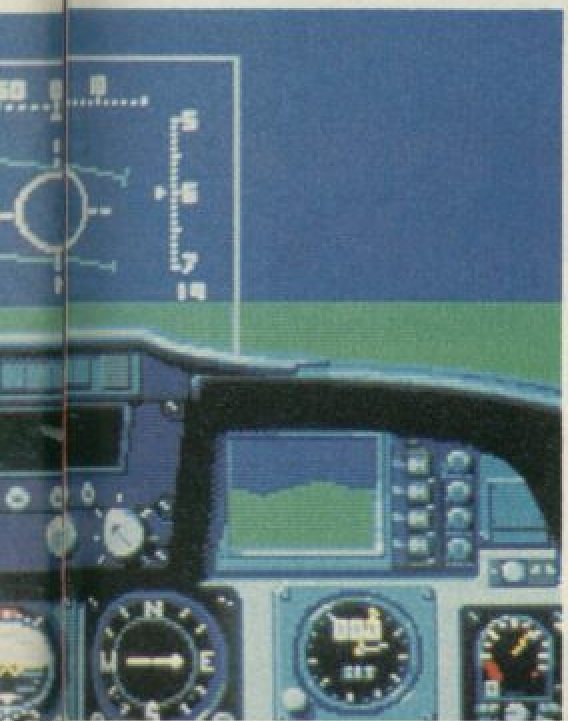
You'll taxi on up to the airstrip at Elsworth Air Force Base in the good ol' US of A and sit in the officer's mess with the cream of the world's air crews. Then it's time to climb into your state of the art plane packed with the best military technology has to offer. Next you'll choose your aircraft and that of your opponents and take to the skies in competition. EeeeeooooooooOOOOOOWWWW!

With its spanky solid filled graphics and pretty nifty ground detail, *Bomber* looks like it could go down a storm. Out in September.

Monte Carlo Casino
Code Masters

Ah, the clink-clink of money in the slot. The clack-clack of counters on red, black and green baize. The swish-swish of the croupier's stick. The rustle-rustle of £50 notes changing hands. The loud cheers of delight after a win. The wracking sobs of despair after a... (*Yes, yes, we get the picture! Impatient Ed*).

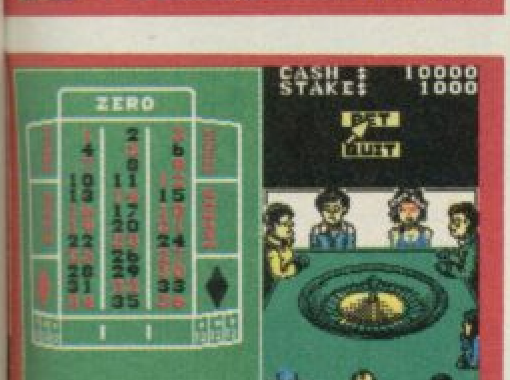
Monte Carlo Casino is the latest "Absolutely brilliant!" game from those lovable Code Masters twins. Leading you into bad habits, it'll let you try your hand at five different gambling games, from roulette, black jack and five card draw poker to a one-armed bandit and craps (of the



Bomber

dice kind). Listen to your Mum ("Remember, never gamble little Johnny"), and you'll probably never get past the casino entrance. Take our advice ("Lots of millionaires and millionairesses frequent casinos, know what we mean") and we'll probably be forwarding your next copy of the mag to your weekend home on Mustique.



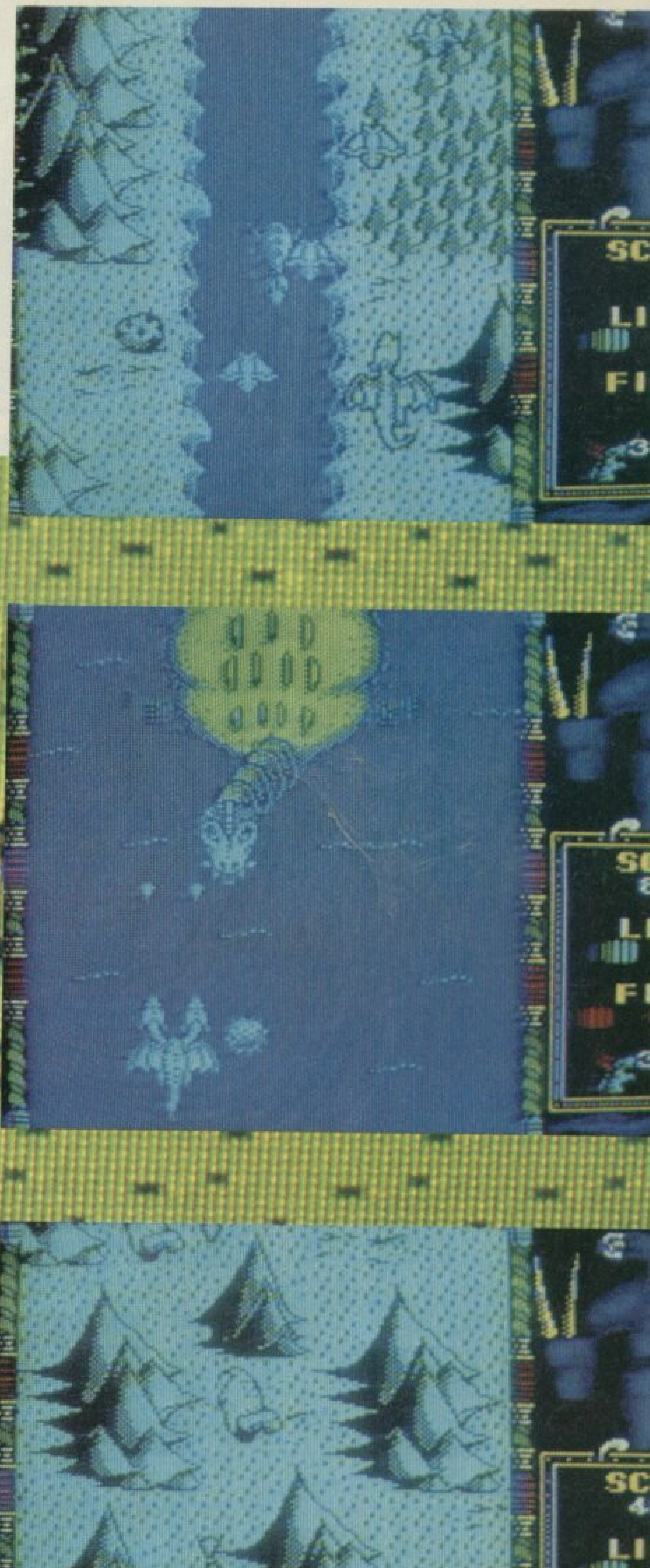


Monte Carlo Casino

Dragon Spirit
Tengen

Well, blow us down with a bass trumpet! If Princess Alicia from Mitgult hasn't gone and got herself captured by an ugly serpent type thingie called Zawell. And if crafty young Amul hasn't been sent to rescue her. And if the gods haven't smiled on him and transformed him into an all powerful





Dragon Spirit

blue dragon with special powers. And if Tengen hasn't gone and got the licence from Atari and produced a coin-op conversion for the Spectrum. And if it hasn't turned out to be a fast, vertically scrolling, fabby shoot 'em up. And if it isn't going to be in your shops pronto. And if you... (*don't shut up you're fired! Ed*). Up!

Xenophobe

MicroStyle

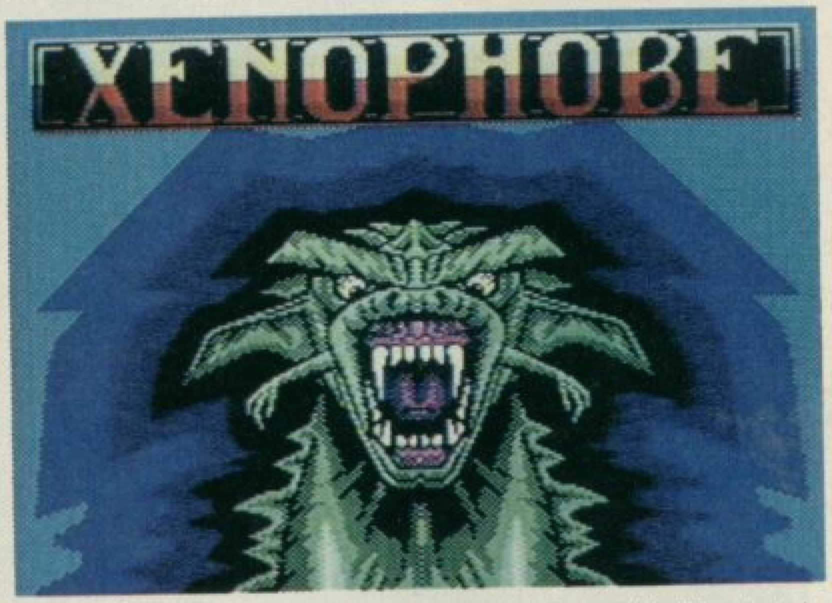
Hey, look what we've got hold of! Screenshots of *Xenophobe*, the first Spectrum release from MicroProse's new label, MicroStyle. It's a conversion of the arcade game of the same name and looks like it could be a stormer.

Stunt Car Racer

MicroStyle

Vroom! Vroom! Vroooooooo-ooooooom! And it's *Stunt Car Racer* taking the hairpin bend at a tre-men-dous rate! *Stunt Car Racer*, the second new game from MicroStyle to be released for the Spectrum! *Stunt Car Racer*, scorching up the straight!





Xenophobe

Set on a derelict space station, the game is a two player, horizontally scrolling, split screen shoot 'em up, which has you and your squad of crack terminators running around the deserted station hunting for a bunch of mean looking aliens who've made their home there. Send your first two men into the space station to suss out the aliens' strength. Then, using the information they discover, work out which members of your squad would be the best for the job of blasting them to kingdom come. Travel from room to room through the station, exterminating the aliens, collecting extra weaponry and picking up other objects to help you in your task as you go.

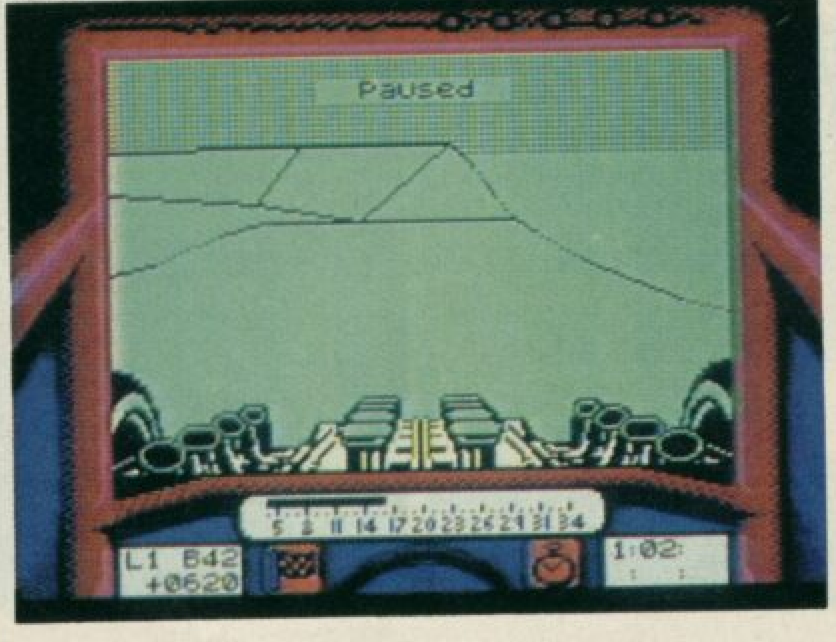
Xenophobe will be walking your streets some time next month. The damage? £9.95 on cassette, £14.95 on disk.

Stunt Car Racer... (You'll be stunted in a minute if you don't shut up! Ed)

Converted from the 16 bitties, the game has eight gruelling tracks and four racing divisions to work through and you get to drive a fast turbo powered stunt car (a bit like Duncan's Beetle actually) against a field of computer controlled opponents with absolutely awful names like Dare Devil and Road Hog.

Drive your mean machine around the easier tracks of Division Four and you'll eventually make it into Division One where you must steer your car over the tough hazards of a Ski Jump (!?) and Draw Bridge. So pull on those leather driving gloves (the ones with the trendy holes punched in them) and mirror, indicate and manoeuvre your way down to the shop to check it out.

Stunt Car Racer

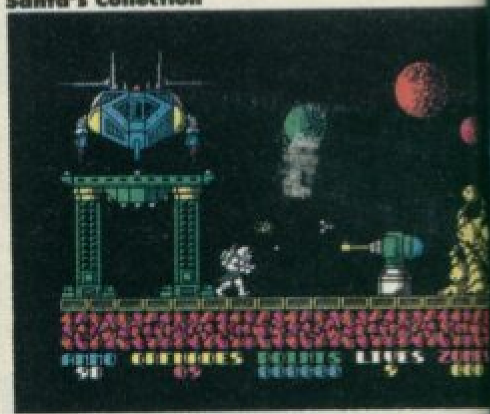


Santa's Collection

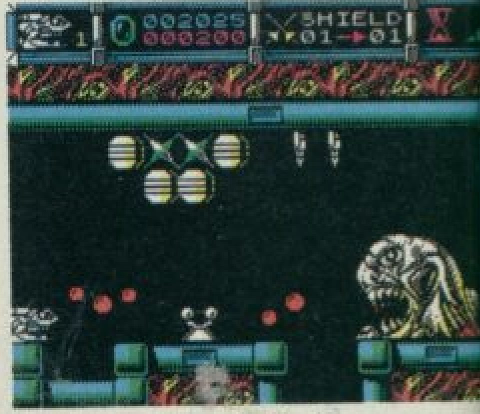
Hewson

Ho, ho, ho. And a merry Christmas to you all! And what would you like for Christmas, little boy? A copy of

Santa's Collection



Santa's Collection from Hewson, eh? Well, if you're good between now and yuletide, you just might be lucky



enough to find this crucial looking compilation poking out from the top of your stocking on Christmas day.



(Merry chuckle.) And it'll give you plenty of fun over the festive season, that's for sure. Why? 'Cos it features



great games from a software house well noted for its quality releases. There's *Uridium*, *Eliminator*, *Night Force* and *Exolon*, plus *Sanxion*, *Hydrofool* and *Cybernoid II*.

Tune in next month, shocksters, when we'll be bringing you the lowdown on *The Untouchables*, *Strider* and *Toobin*.